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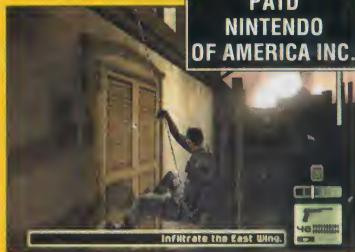
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AWARDS

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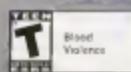
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PlayStation 2



GeekDO



8



ACTMnow

activation map

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32 Jetz, that guy is hot!
Better do what he says!



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CLASSIC ARCADE

PLAYER'S PULSE



You're in for a treat in this issue's Player's Pulse. You'll find songs, a story and all the latest info you want to know. We've never seen such an enthusiastic response to a Write Away, Right Away as we did this month. Check out the library of your Animal Crossing town tunes on page 12.

NP ODDS AND ENDS

I've wondered why at the end of every strategy [article] there is a sort of afterword and at the end of that, there is a little mushroom. I understand that with Mario games, but with Zeldas, why not a triforce sign? Really all I'm wondering is, what's with the mushroom?

Andrew Nyberg
Minneapolis

The mushroom is NP's signature way to indicate the end of an article. A triforce symbol for Zeldas articles though, hmmm? Thanks for the idea!

Hey NP Crew! I have a question that's been bothering me for a while. How do you get the info for the Player's Choice? I mean, if the Player's Choice list is the players' favorite games, shouldn't the Top-Selling list mirror that? I mean, in Volume 106, Animal Crossing is the 3rd Player's Choice game, but it's number 7 on the Top-Selling list. How can this be?

Josh Conover

Virginia

The Player's Choice list represents the NP Crew's top game picks each month, while the Top-Selling list is actual sales data provided by NPDFanworld. Naturally, what we most enjoy playing and what sells best can differ.

BAD PLAYER, BAD BAD

Is it true that if you beat Metroid Fusion in under two hours with 100% of the items that Samus takes off her whole suit?

Matt Cook

Via the Internet

Samus said something about giving you an up-close and personal look at the end of her Plasma Beam when she heard that rumour. Samus never does this completely.

I was looking at a site to find release dates for upcoming games. I was scrolling down and I see the title "Mario XXX." Uh, that's not going to be a real game, is it? An X-rated Mario game would be a disaster, not to mention downright creepy.

Fayjordhary

Via the Internet

Even No, no, no, and no. Rest assured that there will never be an X-rated Mario game created or licensed by Nintendo.

GBA & GBA SP HOT TOPICS

I know someone who seems to think that the GBA e-Reader already contains the programming data for each game and the dot code only triggers its memory of what game to load. For some insane reason, he won't be convinced otherwise and his trouble believing that an entire game could be stored in that tiny dot code. Please, tell me the truth and prove me right to shut him up.

Adrian Zangrone

Via the Internet

NP Crew members agree about how games should be rated, but each evaluator has his or her own game-related likes and dislikes—which is why we print the Critical Mass section at the end of *Now Playing*. While we can't say how other publications go about reviewing games, we've been surprised to see some of their scores.

Is the GBA SP e-Reader compatible? It doesn't really look like it to me in the photos I've seen in the latest NP issues. I couldn't even see the EXT port. I reckon it's in the back of the unit. But, if that is the case, how can the e-Reader be compatible when the Game Pak slot is on one side and the EXT port is on the other?

Boldlyyou

Via the Internet

I was looking at the pictures of the new GBA SP the other day, and I noticed something. The port you put the Link Cable into isn't on the bottom by the cartridge slot. Will I not be able to use my e-Reader if I get a GBA SP because of that?

Erian Shook

Via the Internet

Oh ye of little faith! We wouldn't design a system that excluded everyone's beloved e-Reader, now would we? The genius designers here at Nintendo believed the connection into the system, so you don't need a cable to connect your e-Reader to a GBA SP. It's as simple as that!

I was reading about the Game Boy Player accessory for the GCN in your January 2003 issue and noticed that it said most Game Boy games will work on it. Most!! Does this mean that some Game Boy games won't play on it? Can you tell us what games, if any, won't work and why?

Taylor Carlson

Via the Internet

You are correct. Each e-Reader card contains data in dot-matrix form for the e-Reader's memory. The reason we say "most games" is that there are some games that will not work because of their design. Rumpled features, infrared

features and tilt sensors won't function in the Game Boy Player. One example of a game that would be impossible to play in the Game Boy Player is Kirby's Tilt 'n' Tumble because a tilt sensor is built into the Game Pak.

ANIMAL CROSSING SIGHTINGS

I have strange symbols in my museum's aquarium section in Animal Crossing. It seems to be a musical score like in The Legend of Zelda: Ocarina of Time. I want to know what the meaning of these symbols is.

Phalope "BOW!" Morris

Via the Internet

We're assuming you mean the symbols that appear on the little plaques on the fish tanks. These symbols indicate your name and what fish are in each tank. It's no wonder you can't read them, though—they're in Animalist!

I was browsing through the Nintendo Power Award Nominations when I saw that Tom Nook was listed as a villain. This reminded me of one night when I was playing Animal Crossing. I began to talk to my brother about how Hoppip, Wart Jr., Lulu, Rizzo and Chow were all in the mafia, and that Tybalt, Tad, Hambo and I were the good guys. We agreed that Tom Nook was the mafia boss and Resetti was in the CIA. So is this true? Is there an Animal Crossing mafia and is Nook the boss?

Eric Zucco

New Jersey

Nook threatened to "make us pay" if we said anything....



LETTER OF THE MONTH



The following story is about an occurrence that happened to Link between Majora's Mask and The Wind Waker. I hope you enjoy it!

It was a beautiful autumn day as our hero, Link—clad in a green tunic—walked through the forest. Link had been having dreams for the last month that told him to walk to the heart of the forest on this day to receive the greatest gift of all. Link had pondered the dream since it first began to reoccur. He conversed with his grandpa about what to do. His grandpa told Link to go to the forest, but told him to leave if he sensed danger.

Link began to breathe heavily as he neared the center of the forest—his heart raced with anticipation the closer he got. One hundred paces later, he was a mere fifty feet from the center. With every step he took he noticed a large flower appear and become more vivid. Link finally reached the flower and noticed the bright blue petals were covering an object.

The petals slowly began to open and a deep, booming voice erupted from the sky. "Link, you have hoped and hoped since you were a young child for a companion. Because of your services to the land in the past, we, the seven sages, have decided to answer your prayers as thanks for saving the land on more than one occasion. Take care of the great gift, Link. Treasure it forever. Good-bye."

The booming voice disappeared as the petals opened, revealing the object previously hidden inside. Link was shocked to see that the object wasn't an object at all—it was a baby girl. A smile slowly spread across Link's face as he picked up the girl and held her in his arms. "You shall be called Aryll, for you have come from an Aryll flower," Link said. Link walked out of the forest with his new baby sister in his arms. Link had indeed received the greatest gift of all—someone to love and cherish forever.

Jeffrey Larchert
Minnesota

What a beautiful and heartwarming story! Thank you for sharing your idea of Aryll's origin with everyone, Jeffrey. Note: Please remember that any fan fiction submitted to Nintendo Power is subject to editing, and please try to keep your works short!

POWER CHARTS.168

Nintendo GameCube

TOP-SELLING GAMES* NINTENDO GAMECUBE

	WEEK	WEEKS
1		
2	MARIO PARTY 4	3 5
3	SUPER SMASHER BROS. MELEE	5 15
4	THE LORD OF THE RINGS: THE TWO TOWERS	1 2
5	RESIDENT EVIL ZERO	15 4
6	AAA STREET	• 3
7	STAR FOX ADVENTURES	18 6
8	ANIMAL CROSSING	4 6
9	SERIES OF ARGADIA LEBEROS	8 2
10	SUPER MARIO GUITARINE	7 7
11	SONG MEGA COLLECTION	6 4
12	MEDAL OF HONOR: FRONTLINE	20 3
13	GORILLA DESTROY ALL MONSTERS MELEE	11 4
14	URGITS MANSION	• 12
15	SONG ADVENTURE 2: RATTLE	• 10
16	PARASITE STAR ONLINE EPISODE I & II	13 3
17	NASCAR TRUCKER 2003	• 1
18	TY THE TASMANIAN TIGER	• 1
19	AAA LIVE 2003	• 1
20	JAMES ROAD 002: BRIGHTFIRE	12 4

*Sales data courtesy of the NPD/Universal Nielsen Media Game Survey.

Future Release

MOST WANTED

1	THE LEGEND OF ZELDA: Ocarina of Time
2	MONSTER HUNTER 2
3	MONSTER HUNTER 3
4	FINAL FANTASY X-2
5	YU-GI-OH! DUOS: YUGI'S SECRET

Metroid Prime returns to number one on the sales chart this month, but with The Wind Waker's recent debut, Ms. Asari's record reign at the top could be short-lived. Six games remain NPD's most favorite, along with Ikaruga.

PLAYER'S CHOICE - NINTENDO GAMECUBE

	WEEK	WEEKS
1	METROID PRIME	2 11
2	IKARUGA	5 2
3	SERIES OF ARGADIA LEBEROS	3 6
4	WAKUWAKU 2: POINT OF IMPACT	• 1
5	RED FACTION II	• 1
6	SUPER MARIO SURFRISE	6 10
7	THE LORD OF THE RINGS: THE TWO TOWERS	4 6
8	TIGER WOODS PGA TOUR 2003	14 3
9	ANIMAL CROSSING	7 11
10	WARIO WORLD	• 1
11	THE SIMS	11 2
12	LOST RINGDOMS II	10 2
13	TOM CLANCY'S SPLINTER CELL	• 1
14	K2: WOLVERINE'S REVENGE	• 1
15	RESIDENT EVIL ZERO	9 7
16	ETERNAL BATTLESHIP: SAVITY'S REQUIEM	• 6
17	ABU RITZ 20-03	17 3
18	TIMESPLITTERS 2	12 11
19	JAMES ROAD 002: BRIGHTFIRE	19 4

*Player's Choice and Most Wanted information courtesy of the NPD.

*In the malevolent dusk
of a solar eclipse,
Dracula's cell becomes
impoverished in shadow.*

*The prophecies of old
foretell of its return,
with the destined day
of a future alignment.*

*Upon its release from
the embrace of time,
darkness stirs and awakes
to resurrect the master.*

*Born into a soul
of innocent blood,
Dracula rages in wrath
to consume the light.*



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POWER CHARTS. 168

Game Boy

There are a whopping three Yu-Gi-Oh! titles on the sales chart this month, and the popular franchise shows no sign of slowing down. Expect a certain yellow electric mouse to give Yugi a run for his money next month, though.

KEY: # OF COPIES SHIPPED / WEEKS ON CHART

TOP-SELLING GAMES* GAME BOY		
1	YU-GI-OH! DUNGEON DICE MONSTERS	1
2	YU-GI-OH! THE ETERNAL DUELIST SOUL	5
3	THE LEGEND OF ZELDA: H LINE TO THE POST/FOAM SWORDS	3
4	BUNNY, RICHTHORN IN GHOULIN LAND	3
5	YU-GI-OH! DARK DUEL STORIES	10
6	RONNIE POTTER & THE CHIMMER OF SECRETS	1
7	YOSH'S ISLAND: SUPER MARIO SOURCE 3	6
8	SUPER MARIO WORLD: SUPER MARIO SOURCE 2	14
9	METHOD FUSION	4
10	SPONGEBOB: SOURPRENTS: REVENGE OF THE FLYING BUTTERFLY	4

*Sales data courtesy of the NPD's annual 182/183 Video Game Survey

PLAYER'S CHOICE* GAME BOY

	WEEKS POSITION	WEEKS ON CHART
1	1	3
2	5	2
3	1	1
4	7	2
5	3	11
6	2	11
7	4	4
8	6	5
9	9	6
10	10	2

*Player's Choice and Most Wanted information courtesy of the NPD Group



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The Legend of Zelda:
The Wind Waker
Mario World:
Giga-Size



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THE SPOTLIGHT

More World



Watson's big fat green-fest in evening to Nintendo GameCube next month. This month we introduce you to the More World regga.

Wario's Joe



Gamer's Wario's Joe is an snark fest to play as it is to look at. We've got a snarky peek at the GCN cover, and name it's year there.

Ultimate Muscle



Bonito's wrestling game for GBA and GCN are out of this world. They feature huge moves, great graphics and awesome twists.

Barrett 2: Point of Impact



Ausonia's rock-taking racer wins a smashing success last year, and this year's sequel is headed for even more fun and destruction.

The Incredible Hulk



He's a lumbering, green machine. Universal Interaction's title for GBA takes you back to the enraged era of comic book might.

Indiana J



Once again the Indiana Jones Christian lesson again. Mayhem brings a chancy update to its space-shooter series.

Best Celular II promises to be one of the hottest titles of the year, and the Nintendo GameCube version is shaping up to be the best, thanks to a kid named Link.

THE GAMING NEWS FOR MAY 2003

EA AND NINTENDO CONNECT

EA is bolstering third-party support for the Nintendo GameCube, including a new EA Studio Arts on approximately 20 games over the next 12 months. In addition to several big EA Games hits, many games from EA Sports, such as Madden NFL 2004, FIFA 2004 and Tiger Woods PGA Tour 2004, will feature connectivity between Nintendo GameCube and Game Boy Advance. Sherry Mylman of Nintendo will lend her creative expertise to the development effort for the connected games. Now that's a connection worth making.

AND THE WINNERS ARE...

Animal Crossing and Metroid Prime were among the big winners at the Academy of Interactive Arts and Sciences (AIAS) and the International Game Developers Association awards ceremony. Animal Crossing won three awards in AIAS' categories, including Console RPG of the Year, Innovation in Game Design, and Outstanding Achievement in Game Design. Metroid Prime took the AIAS Award for First-Person Action Game of the Year. Ecco the Dragon: Shattered Realms, Metroid Fusion and Mario Party 4 also received AIAS awards. Metroid Prime earned Game of the Year at the Game Developers Choice Awards. HP also snagged the award for Excellence in Level Design. Congrats to all the winners!

SOLID NEWS FLASH

Inside firm at a press conference in Europe must have been loaded up when they heard Shigeru Miyamoto mention that Konami was working on a Metal Gear Solid game for Nintendo GameCube. We'll have further details soon.

AN ITALIAN JOB EEDOS

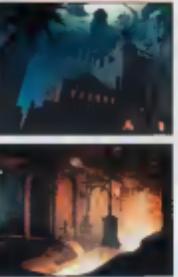
Edios will release a GCN game based on the Italian job—a film about a masterminded thief whose partner double-crosses him. Both the film and game will be released this summer.

HOT OFF THE WIRE

Activation is using the Tony Hawk's Pro Skater 4 engine to create Disney's *Snow White Adventure*, which will feature characters from Toy Story 2, Disney's Tarzan and Disney's The Lion King. The skater parts will be based on settings from the films, such as Pizza Planet from Toy Story 2. Expect extra cheese. Ms. Jackson has to choose which of her four children will inherit her Big Bluth Trading company in the GCN's *Big Mouth Traders* from THQ and Frenetic Interactive. Activision and LucasArts are bringing the print side of the City of Angels to GCN in *True Crime: Streets of L.A.* The same title will be bringing the fairy tale world of *Shrek 2* to GCN and GBA later this year.

RETURN OF A PRINCE

The original Prince of Persia introduced advanced animation to 2-D, side-scrolling platform games. The new Prince of Persia is a 3-D adventure with action moves inspired by the mouse *Crackling Tiger*, *Hidden Dragon* and Jet Li's action flicks. *The Arabian Nights* was required reading for the development team at Ubi Soft's Montreal studio. The result is a spectacular GCN creation coming this summer.



SEGA HATCHES AN ADVENTURE

Who is Billy Hatcher, and why does he have a giant egg? Sega will answer those two questions this fall when it releases a GCN-exclusive game featuring a chicken-and-egg situation. Billy Hatcher and the Giant Egg is a 3-D adventure from Yoji Naka—the creator of *Sega the Hedgehog*. The story involves a young hero named Billy Hatcher, who must collect, mature and hatch giant eggs that hatch from the eggs to solve puzzles, navigate worlds and combat enemies. There's even a multiplayer mode for up to four players. Needless to say, we're quite egg-cited.



SPY STORIES

Midway recently announced two GCN titles that will be released later this year. The top screen shot was taken from *SpyHunter 2*, which boasts a new car with different transformations, 16 missions with giant boss battles and several powerful never-before-seen weapons. *ESPionage* is a third-person adventure for GCN in which the protagonist is a special agent with psychic powers, such as telekinesis and the power to drain an enemy's brain.



ICE IN YOUR VEINS

First-person shooters are coming into their own on GBA. BAM! Entertainment's *Ice Nine* takes place in a 3-D representation of Washington D.C., and features dynamic lighting, 10 weapons and gadgets, multiplayer modes for two to four agents and a twisting plot that involves a sophisticated computer virus and conspiracy in high places. The cover art is scheduled to begin this summer.

COMMANDING GOBLINS

Chris Milatz, one of the developers of *Julice's* upcoming *Goblin Commander: Unleash the Horde* for GCN, told Game Watch that the game's design was inspired in part by *StarCraft*. The development team wanted players to be able to round up large numbers of characters and command them in an intuitive way.

"We want it to be more of an action game than a resource-management game," said Milatz, who knows a thing or two about such titles, having worked on *Warcraft* and *StarCraft* games. Although commanders will burn forests and smash buildings to find gold, *Goblin Commander* is all about moving the troops and winning missions using the five goblin clans.



DRAGON BALL Z RETURNS TO GBA

Dragon Ball Z: The Legacy of Goku 2—Future Shock is the sequel to last year's best-selling adventure. This year's game is four times bigger and lets you control five characters—Goku, Gohan, Piccolo, Trunks and Vegeta—instead of one. With more than 200 maps to explore, it looks like it's going to be another *Dragon Ball Z* summer.



SOUL CALIBUR II

Game Type: Fighting
Publisher: Namco
ETA: August 2003
System: Nintendo GameCube

Soul Calibur II will hook you from the opening cinematic sequence and never let you go. Namco's incomparable fighter combines exquisite graphics, intense fighting and a staggering number of modes and options. Even the musical score will stir your soul to action. New characters unleash their metal in SC II, including Link in his first-ever appearance in a game not produced by Nintendo. Link is just one of 20 awesome fighters in the GCN version of Soul Calibur II. When you add an intuitive control scheme that accommodates pros and newbies, you've got one of the most amazing games of recent years. Are we fans? Do ducks quack? That is just the sort of our coverage of Soul Calibur II. The real excitement begins this August when you too can challenge the greatest weapon masters in the world for supremacy. See you then.



Screen shots can't do justice to the amazing armament. The arenas aren't exactly shady, either.



Necrod, a new fighter in the series, was created by Todd McFarlane Productions.



Reactive attacks add to the battle strategy. Link can use the C Stick to launch his boomerang.



The two-player VS mode is just one of seven game modes. Necrod can start in Practice mode.

WARIO WORLD

Game Type: Action
Publisher: Nintendo
ETA: June 2003
System: Nintendo GameCube

Nintendo's anti-hero, Wario, battles a bevy of cartoon baddies in the 3-D brawler developed by Treasure. What could be worth as much effort? An evil gem has transformed Wario's treasure into monsters, and Wario is determined to win it back. Wario greedily collects gems, coins and other goodies in wonderfully twisted worlds.



Wario punches, stomps and tosses enemies, but the baddies return when he loses a life.



Wario's treasure has been turned into monsters. He must defeat them to reclaim his booty.

VIEWTIFUL JOE

Game Type: Action
Publisher: Capcom
ETA: Summer 2003
System: Nintendo GameCube

Viewtiful Joe is a brilliantly wacky side-scrolling fighter that mixes movie themes with a one-of-a-kind fighting system. You begin the game as an average Joe, but you'll soon learn your true power as a superhero. The slow-motion and hyper-speed fighting elements really help you shine when you're in a tight spot.



Joe begins his superhero workout fighting an odd assortment of enemies for Joe, it's a good



The cel-shaded graphics are as innovative and cool as the unique fighting system.

THE INCREDIBLE HULK

Game Type: Action
Publisher: Universal Interactive
ETA: June 2003
System: Game Boy Advance

In a tragic accident, Dr. Bruce Banner is exposed to dangerous Gamma radiation and transformed into a powerful but primitive humanoid known as The Incredible Hulk. The GBA action game is based on the original Marvel comic book series, unlike the Nintendo GameCube

Hulk title, which is based on the upcoming movie. Guided by Dr. Banner's internal voice, the Hulk smashes through military bases and underground caves—33 levels in all—on his way to a final showdown with another creature that was transformed by an encounter with Gamma radiation. There's even a multiplayer option so up to four linked Hulks can battle each other.



The Hulk makes enemies of the military base when he has been held captive there for.



Outrageous hero must explore a dangerous world in which everyone seems bent on his destruction.



Many of the objects in the open environments take damage when The Hulk pounds on them.



With full rage, The Hulk performs super feats of strength. The puny biker has no chance.

IRIDION II

Game Type: Space-Shooter
Publisher: Maxis
ETA: May 2003
System: Game Boy Advance

The Iridion menace returns to the Alpha Galaxy 100 years after being defeated in the original Iridion game for GBA. The new battle encompasses 16 missions, includes new power-ups and presents an all-new 3/4 perspective view. The action is often frantic and always fun.



You'll navigate your SHM fighter through planetary levels that are swarming with alien ships.



The new perspective gives the game a simulated 3-D appearance. Pretty.

PROJECT: DIGIPEN

Terra Forces is a top-down-perspective space-shooter in which the player defends Earth from an onslaught of alien invaders. Piloting one of three models of space fighter, players dodge enemies and return fire with a variety of weapons. Adding to the strategy, each of the three ship models has specific abilities and limitations. The game is filled with explosive collisions, intense game play and an incredible array of futuristic weapons. Plot Minotaur created this month's showcase in his senior year at Digipen using ShockWave 8.5.2.



For more information on Digipen and to download a copy of Terra Forces to play on your computer, head to www.digipen.edu. There you'll also find links to more Digipen projects and information about signing up for classes and workshops.

MAY GALLERY OF GAMES

May's gallery is filled with wacky sports, wacky racing, wacky wrestling and a pretty wacky woodpecker. We're also providing some sneak peeks of Ubi Soft's serious shooter and the first fishing simulation for Nintendo GameCube. Each game is a catch in its own right.



Woody Woodpecker's Wacky Castle 3

Woody Woodpecker must save Fairy Melonie in GBA platformer *Wacky Castle*. You'll explore five whimsical worlds, collecting items and keys before heading to the *Crazy Castle*.

Burnout 2: Point of Impact

The original Burnout from Acclaim featured excellent play control and spectacular crashes. *Burnout 2: Point of Impact* for GCD does it again, only better. The tracks are larger than in the original, plus there are custom-tuned engines, secret challenges and an improved Burnout meter. Best of all, the crash animations are even more outrageous than before.



100
Ubi Soft's stylish cel-shaded shooter may be one of the most anticipated titles of the year. The plot revolves around conspiracy and invasions. Look for the GCN trailer this fall.



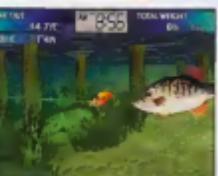
Shrek Super Party

Meat and bacon-based game madness is on its way to the GCD. Shrek and friends must collect bacon and compete in 3D frenzied mini-games.



Disney Sports Basketball

Karma and Disney hit the hardwood in a wild, two-on-two basketball game. More than 25 magic items give you the moves to be an all-star.



Top Angler

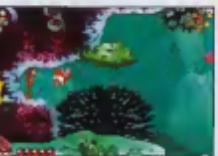
Xenos' bass-fishing simulation offers realism above and below the water's surface. There are four modes, including a tournament.



The original *Bubble Bobble* and an updated version share space in this new Game Park from Empire Interactive. It's a pixel action at its best.



Spells & Spells
In DreamWorks' *Spells & Spells*, a pixelated platformer, two playable trick-or-treaters—a witch and a goblin—are in search of their friends.



Disney/Pixar's Pinocchio
TODD AND MICHAEL VASCONCELOS have crafted a gentle underwater adventure based on the Disney/Pixar movie about a little fish named *Pinocchio*.



Ultimate Muscle

When it comes to outrageous throws and slams, the wrestlers of the WWE can't hold a candle to the cartoon combativeists of *Ultimate Muscle*. *Bandai* has packed the GCDN engine full of great animation and voice talent, and a solid fighting engine makes the game a winner. Whether or not you follow *Ultimate Muscle* on TV, you'll want to yourself to take a look at *Ultimate Muscle* this June on Nintendo GameCube and Game Boy Advance.



DEVELOPER PROFILE

Midway's *Freddy Flyer* for Nintendo GameCube has been in development for close to four years. What's behind the monumental effort? We went straight to the source at Midway to find out what makes *Freddy Flyer* such a special project.

Developer Midway Home Entertainment Inc.
Respondent Jeffery Bacharach, Producer

GW How do you describe *Freddy Flyer* to people who haven't heard about the project?

JB *Freddy Flyer* is a 2-D aerial, lounge-racing adventure game. It features players with five abilities, 13 main characters and a hilarious sound track featuring more than 12 original songs. Four challenging map modes, six flight tracks and eight gigantic racetracks create a great environment for aerial racing and combat that will bring players back time and time again.

GW What did you set out to accomplish when you started developing the game?

JB The goal was to make a character-based aerial racing game as fun as a 2-D aerial racing game and provided much more variety in the form of its *Freddy* characters and their x-ray stories. We also wanted to give the player the ability to ride it up in Adventure mode, races, minigames and dogfights.

GW What are the challenges in creating environments for a game that takes place in the sky? How did you overcome these challenges?

JB The team balanced the freedom of being able to fly anywhere with the desire to keep players interested in accomplishing multiple objectives while engaging in a race. This was achieved by adding various terrain features in the environment, such as "soft" heights and boundary markers, to build levels that were graphic and expansive but maintained the requirements of distinct courses for the game's racing modes.

GW Can you give some examples of situations in which the environment figures into the game play?

JB There are many places where players must deal with hazards in the environment or where they can use the environment against their enemies. In the *Coyote Canyon* level, for example, there are bushes that players can jump over or through. If players are careful and time this correctly, the falling bushes can impede or completely stop passing opponents. The *hazard* gunner—also in the *Coyote Canyon* level—is an example of a hazard. The gunner's sole objective as part of the environment is to blow away at and destroy passing aircraft.

GW What games and movies have been the biggest inspirations for *Freddy Flyer*?

JB The *Freddy Flyer* team has a list of hand-picked games, players and media that it draws inspiration from. The story was written by writers from *The Simpsons* and *The Tick*. No one game or movie can be said to be the main inspiration for the game, but the team has drawn inspiration from many widely varying sources.

GW *Freddy Flyer* is rich with character and story. Why are these elements so important to the game?

JB Part of the draw for *Freddy* is its strong character content. With more than 30 characters in the game and over 10 minutes of full-motion video detailing their stories, we were able to add incredible depth to the game. The character and story really give the game emotion and a heightened sense of competition.

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



Hey, I'm no thief! I just happen to look good in a mask!

YOUR SCREEN TEST CAPTIONS



Our less-woe Dirk the Daring never could put down a good book, even when he was in the middle of rescuing Princess Daenerys.

Dirk always said, "You should never judge a book by its cover!" —Carmine Sestini
Come on, class! And I'll bet your supermarket—*One Day* 10,000 books, and not one on how to save a princess! —Athena

Okay, you know what? I'll get another book...*One Day*. Now Dirk takes a break to read *50 Ways to Ruin a Princess*. —Jen Wilson

Dirk the Daring: "Ahhh, it feels!" Book: "Ahhh, it tastes!" —Gweneth Paltrow
I guess whoever said that book just couldn't put it down... —David Lee

When the judge said he was going to throw the book at me, I didn't think he meant literally! —Kristen Bell

Weskit! Dirk! A paper cut can hurt more than a dagger through the heart! —Carmine Sestini
I'm done some light reading on the past, but this is ridiculous. —John Cusack

So, you say that if I get a library card, these random book attacks will stop happening? —Hilary Duff

There's that Player's Guide! Now, how do I get out of this library? —Alyson Stoner

GAMING HISTORY 101

The Nintendo Entertainment System (NES) kicked off the modern age of console gaming with its North American release in 1985. By that time, several years had passed since the demise of the first generation of home consoles from companies such as Atari, and many observers considered the video game business to be a thing of the past. Then Nintendo stepped up with a gray box that looked like something you'd more often see in, and suddenly gaming was back in the home. Almost 20 years later, the business that was revived thanks to the NES is bigger than Hollywood. The Power On editors thought it would be fun to take a trip back in time to see what games were released in the month of May during the NES days. May isn't in the peak season for launching games,

but you may be surprised at some of the gems we uncovered, including the original Castlevania and the first Final Fantasy.

NES May Releases:

Burgertime, 1983, Data East
Castlevania, 1985, Konami
Donkey Kong, 1985, Nintendo
Donkey Kong Jr., 1985, Nintendo
Donkey Kong, 1986, Acclaim
City Connection, 1988, Jaleco
Operation Wolf, 1989, Turbo
Final Fantasy, 1990, Nintendo
Ninja Gaiden, 1990, Tecmo
Robotron: Combat Zone, 1990, Ir-Tech
Beatleque, 1991, L.A.N.



Video Game Hero's Guide to Mother's Day

Yes, video game heroes have mothers, too. Where do you think they get their sense of right and wrong and their impeccable taste in costumes? Most video game heroes learned a lot from their moms, but in some cases it seems that they weren't paying close enough attention. Here are a few of the bits of advice that perhaps our heroes should have taken to heart.

Wario's mom: Money isn't everything.

Yoshi's mom: Stop sticking your tongue into other people's business.

Kirby's mom: Don't waste your breath.

Sarge's mom: You may be a lean, green fighting machine, but you also need to eat all your platos.

Rayman's mom: If you keep taking your arms and legs off, one day you're going to wake up and find that they've gone for good.

Simon Belmont's mom: If you're going to that castle, be sure to take some garlic.

Dr. Mui's mom: Get a haircut of everyone will think you're crazy!

Link's Grandma: If you take up with pirates, there's no telling where you'll end up.

The greatest puzzle game of all time is back! Super Puzzle Fighter II is a chaotic mix of lightning-quick reflexes, fast-paced action, and non-stop high-energy insanity! Stack the falling colored blocks in strategic combinations. When the time is right, use a burst gauge to shatter your blocks and watch your character demolish your opponent! Be the first to fill the other's screen with gears and K.O.'s...you win!



GAME BOY ADVANCE

CAPCOM
capcom.com

Stellar Site for the Golden Sun Sequel

gameboy.com/goldensun

The website for *The Legend of Zelda: The Wind Waker* launched in March, and now Nintendo is debuting an equally ambitious site for *Golden Sun: The Lost Age*. The first *Golden Sun* game was epic; the sequel is just as massive. Because you'll get more out of the *Lost Age* if you understand the history, characters and Paynevery system, the website will provide an in-depth look into the world of *Golden Sun*. So whether you want a primer or just need to catch up on where you left off, catch some rays from the RPG's website when it launches in April.



Know what went down at the Venus Lighthouse and Mercury Lighthouse? The site will allow you to explore the Aeonross map in depth to get a recap of the first *Golden Sun* story.



The site divides each game into five episodes. By clicking on the part of the map that corresponds to a each episode, you can zoom in on plot details and screen shots.



When the site launches, you'll be able to click on the fifth earth-shattering episode. Episodes six through 10, which will cover *The Lost Age*, will be added later.



Character sketches—which literally sketch themselves out as you watch—will acquaint you with old characters and introduce you to new ones.

Break into the Biz with Wario

World's upcoming GBA game, *Wario Ware, Inc.: Mega Microgame\$*, makes frenetic game play out of split-second snippets. Have an idea for a microgame—whether sporty, silly or totally bizarre? Visit warioware.biz in the weeks

warioware.biz

leading up to the game's launch and submit your microscopic idea. Nintendo might create an online version of your game that will glitz up Wario's website after his Game Pak hits stores in late May!

Glut Yourself on E³ News

During this year's Electronic Entertainment Expo (May 14 through 16), the video game industry's best-kept secrets will break into the open at last. Stay glued to Nintendo's website in the days leading up to the expo—and especially

nintendo.com

starting May 13, the day on which Nintendo will hold its huge press event. We'll have lots of breaking news during the big week, so check back often to catch the latest announcements!

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PLAYER'S CHOICE

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Nintendo

Golden Sun™ The Lost Age

2002 Nintendo/CAROLET

NP Delves Deeper into the
YEAR'S MOST CHALLENGING RPG.



the FATE of WEYARD

In the original *Golden Sun*, you strove to stop Satoru and Menardi from activating the four Elemental Lighthouses that seal the power of Alchemy. In *Golden Sun: The Lost Age*, you play as a new group of characters seeking to activate the two lighthouses that remain (Satoru and Menardi activated the first two before they were defeated). Our heroes' motivations have yet to be revealed, but for good or ill, the fate of Weyard rests on their mission's success.

The Journey continues

Last month, we helped you escape Venus Lighthouse, pass the test of Kandorean Temple and explore the depths of the Shrine of the Sea God. Our strategy coverage this month picks up when you exit the Shrine.



DEHKAN PLATEAU

Before heading to Dehkan Plateau, return to Daila and approach the house at the east end of town to meet up with Alex. When you're ready to depart, follow the path that

stretches east from the village. The road will continue across a bridge before it winds south then west across another bridge, before finally leading you to the plateau.



1 Fall through the Cracks



Cracks in the ground ridge Dehkan Plateau. You can walk over the lighter cracks, but if you step on a deeper crack you'll fall through the first set of cracks to land in the cave below.



2 Grab the Full Metal Vest



Exit the cave through the south door and climb down the rock and through the vegetation sheet to acquire the Full Metal Vest. Equip your newfound armor, then head back inside the cave and proceed through the north exit.

4 Care for a Mint?



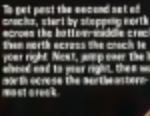
Fall through the crack as pictured above to land next to a treasure chest that contains a mint. To return to the second set of cracks (you have to get by them to reach the next area, see below), climb out of the cave, push down the pillar next to the exit and hop across.

3 Fragile Pillars



The gray pillars crack the first time you jump on them. The second time, they crumble to the ground. Hop across the northernmost pillar to reach the exit, then use the other pillars to get to the next section of the plateau.

5 Navigate the Cracks



To get past the second set of cracks, start by stepping north across the bottom-middle crack, then north across the crack to your right. Next, jump over the hole to your left, then north across the middle-right crack, then north across the bottom-right crack.

THEMIS' AXE
Unleashes Stone Justice
and gives you Attack +30



F PG. 29

6 The Axe of the Earth Goddess



Grabbing Themis' Axe requires taking a bit of a detour, but it's worth it. Head west into a pillar, west into a crevice, west again into a pillar, north into a crevice and east into a pillar. To make the last pillar removable, jump high onto the crevice then cets the pillar again.



Magically Reappearing Pillars



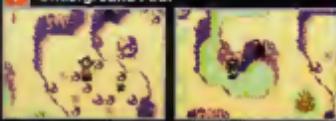
You have to hop across that same set of pillars to proceed, so leave the area (see point F on the map), then come back to make the pillars reappear.

8 Wild Djinni Chase



As you approach the Mere Djinni north of point H, it will run away and fall through one of the cracks nearby. Follow it down the crevice, then exit the cave, climb the rise south of the exit and head northeast to the next area.

7 Underground Path



Fall through the third set of cracks to lead into another underground cavern. Exit the cavern and follow the subterranean tunnel to emerge at the point marked H on the map.

9 Follow It across the Bridge



Before you even set foot on the bridge, the Djinni will run across. As you give chase, the Djinni will pound a pillar into the ground and run off to the south. The crevices in the ground prevent you from following the Djinni directly, so you'll have to find another way instead.

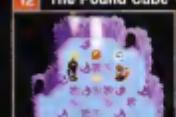


10 That'd Better Be a Tasty Nut



Head back across the bridge and climb down the vine nearby. To the south a bit, there are two sets of stairs leading down to a narrow walkway. Walk down and reach the first pillar just west of all the way to the right. Climb the pillar, then hop across and see Lach as he stands ready to reach the treasure chest.

12 The Pound Cube NP



To reach the chest to your right, step on the second-leftest creek bed (these are the two creeks that meet at the bottom of the stairs). Walk up and reach the first pillar just west of all the way to the right, a step, down a step and right two steps. When you're back on the surface, fall through the eastern-most crack to lead to the Pound Cube and acquire the Pound Cube.

13 Prevent the Djinni's Escape



Before you approach the Djinni again, equip the Pound Cube and climb down the vine. Use Pound on the pillar to prevent the Djinni from jumping across the vine to the right. You'll have to defeat the Djinni at battle before it will give your party

11 Pillar Insanity



Make your way east and climb down the vine at point L. Push the vine-covered pillar right, then climb up the pillar and hop across. Jump onto the two grey pillars then jump back onto the first grey pillar to make it crumble. Move the other nearby vine-covered pillar left, then climb up and jump on the remaining grey pillar to make it crumble so you can reach the other vine.



INDRA CAVERN

Entering Indra Cavern (which lies along the road that leads west from Delikan Plateau) is optional, but inside you'll find the game's first multielemental summon. We strongly recommend picking it up.

Zagan Summon



Stand south of the pillar and use Felix's Move: Propriety to pull it to the right. Use Lash on the rope to tie it to the rock, then climb up, hop across the pillar and grab the stone tablet to leave the Zagan multielemental summon.



OVERWORLD MAP 1

Multielemental summons

Below are all of the multielemental summons that appear in *Golden Sun: The Lost Age*. The numbers indicate how many Djinn of each elemental type must be on standby for that summon to become available in battle.

ZAGAN



1 Venus
1 Mars
Earth/night
enraged

FLORA



1 Venus
2 Jupiter
The wind ruler, goddess of flowers

MEGAERA



1 Mars
1 Jupiter
The goddess of vengeance

Moloch



2 Mercury
1 Jupiter
The sacred emanator

Ulysses



2 Mars
2 Mercury
A legendary wandering sage

Eclipse



2 Mercury
3 Jupiter
A dragon whose wings span the skies

Coatl Cuie



3 Mercury
3 Jupiter
A goddess bearing the water of life

Hailres



3 Venus
2 Mars
A beast that stands darkness

Cascade Ropie



3 Mars
5 Jupiter
The embodiment of destruction (and our inner boy)

Daedalus



3 Venus
4 Mars
Master craftsman of ancient times

Azul

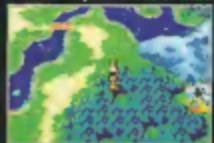


3 Venus
4 Mercury
An invincible dragon from the deep



Another Djinni West of Madra

If you wander through the forest near Madra, you'll eventually get into a ruined bottle village. When Djinni named Iris, use Felix's Propriety to make quick work of Iris. Once you've subdued it to your direction, you'll be able to summon Ramza's face to field.



MADRA

To get to Madra, continue following the road from Delikan Plateau and turn east at the fork. The town is buzzing after a group of pirates raided the prison and freed their leader.



OVERWORLD MAP 1

If your party's running low on HP, spend a night at the inn before delving into the entrails. It's also a good idea to upgrade your weapons and armor if you can afford it.

NURSE'S CAP
Use to release healing power. Gives you Deleesse +18

MARS DJINNI-CHAR
Use to call on so you can track the Healing Puffle later in the game.

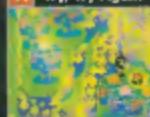
TREMOR BIT
Reacts to Terra/Psionary when stepped.

OVERWORLD MAP 1

OVERWORLD MAP 2

OVERWORLD MAP 3

14 Try, Try Again



The first time you try to climb down the back walls of the cemetery, a villager will pop out and tell you to get lost. If you enter any of the buildings in town, however, the villager will be gone when you come back.

15 The Tremor Bit



Climb up the vine at point 15, then use Move to pull the pillar into the gap. Climb down the vine at the other end of the ledge, then enter the door to your left and return to the top to find the Tremor Bit.

16 Permission to Cross the Drawbridge



Enter the prison to see an event involving an Adel named Pier. After you exit the prison, the town elder's wife will ask you if you're going to Denica. Answer "yes" to get permission to cross the Madra Drawbridge.



MARS DJINNI-CHAR
Use to call on so you can track the Healing Puffle later in the game.

TREMOR BIT
Reacts to Terra/Psionary when stepped.

TRY, TRY AGAIN
Reacts to Terra/Psionary when stepped.

PERMISSION TO CROSS THE DRAWBRIDGE
Reacts to Terra/Psionary when stepped.

OVERWORLD MAP 4

OVERWORLD MAP 5

OVERWORLD MAP 6

OVERWORLD MAP 7

OVERWORLD MAP 8

OVERWORLD MAP 9

OVERWORLD MAP 10

OVERWORLD MAP 11

OVERWORLD MAP 12

OVERWORLD MAP 13

OVERWORLD MAP 14

OVERWORLD MAP 15

OVERWORLD MAP 16

OVERWORLD MAP 17

OVERWORLD MAP 18

OVERWORLD MAP 19

OVERWORLD MAP 20

OVERWORLD MAP 21

OVERWORLD MAP 22

OVERWORLD MAP 23

OVERWORLD MAP 24

OVERWORLD MAP 25

OVERWORLD MAP 26

OVERWORLD MAP 27

OVERWORLD MAP 28

OVERWORLD MAP 29

OVERWORLD MAP 30

OVERWORLD MAP 31

OVERWORLD MAP 32

OVERWORLD MAP 33

OVERWORLD MAP 34

OVERWORLD MAP 35

OVERWORLD MAP 36

OVERWORLD MAP 37

OVERWORLD MAP 38

OVERWORLD MAP 39

OVERWORLD MAP 40

A Long Weyard to Go

The world of Weyard is vast, and there are many towns and dungeons remaining to be explored. With up to 60

hours of compelling game play, *The Lost Age* is one of the largest and most satisfying RPGs in recent memory.



objectives

We're almost out of space, but to help you get further along, we've provided some general guidance leading up to the confrontation with Karrit and Agatis atop Jupiter Lighthouse (which is about 75% through the game).

① Air's Rock

- Climb to the top of Air's Rock.
- Revere Shiva with the Reveal Psynergy.

② Garoh

- Enter the Garoh catacombs and talk to Master Maka.
- Return to the catacombs the next morning to finish your conversation with Maka.

③ Yamii Desert

- Collect a Jupiter Djinni named Biffs.
- Defeat the King Scorpion and acquire the Scorpion Gear.
- Find a way through the desert.

④ Alhalra

- Watch the group from Medra arrive.
- Encourage the suspicious men looking over the trees.
- Defeat Briggs and his gang of pirates.
- Fix the boat in much as you can.

⑤ Osenia Caverns

- Acquire the Meganeo summons.

⑥ Bandowan Cliffs

- Collect a Mars Djinni named Kindle.
- Navigate the Bandowan Cliffs.

⑦ Naribwe

- Talk to the villagers to learn about Endovoss.
- Have your fortune read using the Laughing Fortune.

⑧ Kibombo Mountains

- Soak through the mountains without losing sanity.

⑨ Kibombo

- Meet up with Piers and have him join your party.
- Collect the Venus Djinni named Steel.
- Help Ahelius complete the ceremony of the Great Gomina and acquire the Black Crystal.
- Return to the Kibombo Mountains and collect the Jupiter Djinni named Whitt.

⑩ Medra

- Get the Cyclone Chip from the mayor.
- Find the black amulet in Medra's treasure chest.
- Collect the Mars Djinni named Chet.

⑪ East Indra Shom

- Enter Piers' boat and defeat the Agape Hybrids.
- Sail to the Eastern Sea.
- Return to Kibombo and collect a Venus Djinni named Mud.
- Return to Piers and retrieve the Sea God's Tear, then return to the Shrine of the Sea God and get the Right Psyng.

⑫ Yallam

- Play with the children and learn Yappi's song.
- Talk to Sennblaw the Blacksmith and his wife.
- Find a way through the desert.

⑬ Taago Swamp

- Collect a Venus Djinni named Flower.
- Get the Star Dust and take it to the Blacksmith in Yallam.

⑭ Apoju Islands

- Cast Deesse on the Agape Shrine.

⑮ Aqua Rock

- Get the Mist Seeds at the top of the cliff.
- Learn the Pitch Psynergy.
- Collect a Mercury Djinni named Sea-see.

⑯ Tundaria Tower

- Collect a Mars Djinni named Reflex.
- Learn the Geret Psynergy.

⑰ Izumo

- Speak to the townsfolk and sneak around for treasures.

⑱ Gaia Rock

- Defeat the serpent and leave Seed.
- Find the Cloud Brand.
- Return to Izumo to get the Ultros Psynergy.
- Summon a collect a Mars Djinni named Cloud.
- Return to the Apoju Islands and collect a Jupiter Djinni named Hera.
- Return to Albrete and finish repairing the heat.

⑲ Champia

- Defeat great-grandma Amaterasu and give her your Trident Psyng.

⑳ Ankohl Ruins

- Find the Mana Ruins and the Thessian Mine.
- Clear the mines and get the Left Psyng.
- Return to Champs and talk to Crim to receive the Invictus of Ankohl.

㉑ Sea of Time

- Find your way through the Sea of Time.
- Dispatch Peleleus and bend for Crim.

㉒ Lemuria

- Speak to Longo and the king to leave Lemuria.
- Collect a Mercury Djinni named Kawa.

㉓ Hesperia Settlement

- Collect a Mars Djinni named Thresher.

㉔ Shamen Village Cave

- Pass through the cave.

㉕ Shamen Village

- Pass the test and receive the Never Gear.
- Collect a Jupiter Djinni named Arane.

㉖ Atteka Inlet

- Talk to the villagers and hand for Corlito.

㉗ Coniligo

- Collect a Venus Djinni named Selt.

㉘ Jupiter Lighthouse

- Collect a Jupiter Djinni named Whirl.
- Defeat Karrit and Agatis and activate the lighthouse.

the setting sun

Golden Sun: The Lost Age contains all of the elements of a great RPG: gorgeous visuals, a beautiful musical score, challenging dungeon design, interesting characters and an epic story. What makes it an instant classic, however, is the unique way that it ties in with the first game. It's a refreshing change of pace from the disjointed RPG franchises that have become the norm. We can't wait to see what Camelot has in store for us next. ☺

"Console Game of the Year."

6th Annual Interactive Achievement Awards, Academy of Interactive Arts and Sciences

"The best Xbox game of 2002."

Entertainment Weekly - A-score



"Don't hesitate to buy this amazing game."

Electronic Gaming Monthly - Editor's Choice Gold Award



"Truly the next generation in stealth combat."

GamePro - 5/5



"9.6 highest score ever."

Official Xbox Magazine - Editor's Choice Award

GAME BOY ADVANCE

 NINTENDO
GAMECUBE

PlayStation 2



PC
GAMES

XBOX

TEEN
RATED
T
Blood and Gore
Violence



WHEN YOU'RE THIS DEADLY,
ONE PLATFORM CAN'T HOLD YOU.

REDEFINED FOR NINTENDO
GAMECUBE™ AND GAME BOY® ADVANCE

Redefined with new gadgets and unlockable GBA levels activated with the Nintendo GameCube™ - Game Boy® Advance cable, the best in stealth combat just got even deadlier. Thermal goggles, prototype guns, and the ability to use your enemies as human shields are just a few of the weapons and tactics in your arsenal. You have been entrusted to protect America's freedoms. You are Sam Fisher. You are a Splinter Cell.



Tom Clancy's
SPLINTER CELL

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ARMY MEN

SARGE'S WAR™

Sergeant Hawk, the green plastic man with the heart of a hero, is back on the battlefield for 3DO's latest tough-as-nails army adventure, exclusive to the Nintendo GameCube.

Rating: E10+ (Everyone 10 and older) Violence

DOOMSDAY LOOMS

Tan Army *mechs* Malice is gunning for Sarge's Green Army plane with a doomsday weapon. It looked like peace was at hand for the Green Nation, but this means war. It's up to you to

HEROES UNDER FIRE

The story begins with a surprise Tan Army attack on Sarge's Bravo Company. The Tans have infiltrated the Green Nation, and they've brought heavy air support. You and a few surviving Bravo Company members must face a direct attack in the war-torn streets, search for the Tan war plane and destroy the Tan communications center. You're sorely outnumbered. Work from the shadows and strike hard.

Accurate Aim



Accuracy is key when fighting large forces. Press L to target the closest enemy. Press R for manual aim control.

Prepare for War



Look over the window pane to spot the closest enemy. Press L to target and R to fire from a window.

Attack Alone



Use the targeting system on screen to target an enemy. Press L to target and R to fire from a window.

Fire When Ready



Use the targeting system on screen to target an enemy. Press L to target and R to fire from a window.

Spot the Spotter



The first spotter is on a balcony. You can detect him by targeting him from a distance or by entering the building and clicking the star for a close-up shot.

Run and Gun for the Flag



You'll discover ammunition and a sniper rifle in the spotter's building. Go to the window, fire an RPG, then fire a RPG and immediately toss a hand grenade toward the spotter. The explosion will create a hole in the building and give you access to the Tan tag.

Blast the Boxes



When you're not under fire, use your carbine (it has infinite ammo) to blast open crates. You'll often discover ammunition and other items inside.

Take out the Tank



You'll start with any one grenade, but you'll find two more in an alcove, close to the Tan tank. Stand behind a barrier and toss a grenade at the tank. A direct hit will put it out of commission.

Melt the Gunners



You'll find a tank in the third section. Take command over the gun and sweep down the incoming tanks. After you stop every tank, deck out a road to avoid an air attack.

Second Spotter



After you pass the checkpoint, enter the closest building, switch to your sniper rifle and fire on the spotter across the room.

Cross Safely



As you pass the checkpoint, enter the closest building. Enter with the spotter goes, switch to your sniping rifle and fire on the spotter across the room.

Radio Rampage



Enter the radio room to take on the Tan communications center. A group of well-armed Tan soldiers will attack. Fight them one-on-one with assault rifle bursts.

Plan Capture



The Tan plane you're on is located in the radio room. After you've defeated nearby enemies, collect the plane to complete the first primary objective.

Break the Dish



The Tan communications center is a satellite dish which parked outside the radio room. Use a grenade, then peek for cover.

Another Objective



After you reach the radio checkpoint, you must destroy a rapid fire APC. You'll find cover and an unoccupied APC. Switch to grenades and toss one over the tank of the APC. When one APC is a burning hell, you're able to move on unharmed.

Your Reward



Use Sarge's mobility for collecting the Tan plane and completing all primary objectives. Win your reward, then continue the fight.

A BEACH TOO FAR

Although most of the Tan Army has agreed to a peace pact with the Green Army, renegade Tan leader Malice is still on the loose. He's stolen soldier molds to create a massive force. The Green Army leader sends a recon squad of Green soldiers to the beach where Malice's soldiers were last spotted. The squad is MIA. You must take the beach, save the squad and learn more about Malice's plans.

- Primary Objectives
 - Locate and defeat all Tan spotters.
 - Locate survivors of the lost Green patrol.
- Secondary Objectives
 - Find the Tan flag.
 - Locate and secure the Tan war plane.
 - Destroy all Tan assassination weapons.



Break for Armor



You'll start the mission by running through a sand canyon. After you round the first bend, break a box to expose light armor.

Single out the Spotter



At the end of the canyon, you'll see a spotter on a cliff. Take cover behind a box, defeat the three soldiers on the ground, then target the spotter. After the spotter is down, climb the cliff and cross the board bridge.

Look Out



As you approach the second spotter, take out a grenade launcher at the base of the cliff, then hit the spotter.

Run to Higher Ground



After you clear the first checkpoint, you'll see a spotter on a cliff to the right. You'll have to get up to the spotter's level to defeat him. Run straight, then turn right and run up a path to the spotter's post. Be sure to use rifle rewards to move one step closer to objective completion.

Climb and Fire



You'll discover a ladder on the side of the orange castle that faces the sand wall. Press X to climb the ladder, then defeat the spotter on the red castle before he sees you.

Big Blast



A soldier has hidden behind a wall near the castle. Take cover and fire for as long as you can. When he's down, press B to roll into a crouch. Then fire again to take him out of all defenses.

Home Sweet Home



As you approach the tan castle, climb the ladder near the wall to roll into a crouch. Then fire again to take him out of all defenses.

Close the Way



After you pass the checkpoint, climb a ladder to the top of a wall. Before you drop to the other side, clear the area of enemies.

Bomb the Barricade



You'll see a hole behind a crate on the ground level. After you defeat them, you'll discover a time bomb. Return to the area near the checkpoint and press X to plant the time bomb on a cornered and barbed-wire barricade. The blast will open a passage to the next area.

Squad Saved



You're closing in on the captured Green squad. Target one of the guards to prevent the sand steel bridge.

Cross and Fire



Another guard will pop out from around the corner. After you hit the green soldier with fire, you'll liberate the captives.

East Fight



When you're facing several enemies at once, take cover on an anti-aircraft gun to set off enemy molotov explosives.

Fuel the Fire



Target the fuel barrel near the assassination truck. When the barrel goes up in flames, the vehicle and its cargo will explode, too.

Drop and Take Cover



Once you've past the checkpoint, you'll find yourself in the fire of fire. Drop to ground level, hide behind a stack of crates and fall grenades at enemy forces. You'll be able to move on after you've defeated the soldier at the tank.

Take the Truck



There is an enemy truck on the other side of a ditch. Target a fuel barrel to destroy the truck or hit it with a grenade blast.

Get the Plans



Throw grenades into the ditch, then drop in and defeat the stray soldiers. You'll discover the war plans at the end of the ditch.

Enemy Alert



As soon as you get the plans, a large group of enemies will approach from your last checkpoint. Take cover over the tank and melt them with machine-guns.

Capture the Flag



You'll find the Tan flag atop the orange castle. Grab the flag and head before you climb down to continue the fight.

Fire in the Hole



There's a hole behind the castle. Drop in and destroy blocking boxes to discover your biggest mobile weapon yet—a barricade.

Convoy Standoff



Follow the path to a depression where you'll find more enemy trucks. Target fuel barrels to destroy the enemy convoys.

Attack the Ammo



If you don't have a clear shot at the fuel barrels, you can destroy the gas tanks with your big gun. Blast them with the bazooka.

The Last Detail



As you close in on the enemy patrol, you'll find a final enemy truck. Target the fuel barrel nearby to destroy it.

SARGE'S WAR

Sarge's platoon, the Green Army leaders, Vicki and even his leader Pietro have fallen victim to Malice's bomb blast at the ill-fated peace ceremony. Sarge is alone with his pain and a deep need for revenge. The story shifts in the third chapter as Sarge becomes a one-man army determined to melt Malice and his renegade forces. You'll lead him through old territory in a battle with new enemies.

Snipe the Sniper



When a sniper appears on a platform high above the courtyard, head inside a building, use your sniper rifle as the target.

Blast through the Barricade



The opening area is blocked off from the rest of the city. You're at the starting point and quickly defeat a pair of Tien soldiers. You'll find a time bomb close by. Use it to knock through a concrete barrier for access to the next area.

Medical Attention



As soon as you run through the opening, Tien will attack you and a machine-gun turret will open fire. Collect a Med-Bag and find cover.

Tan Attack



Enemy forces attack in large numbers. If you're overwhelmed, switch to grenades and take out several of the enemies with one shot.

Get a New Gun



Once the enemy onslaught is over, enter the ally next to the turret, collect a Med-Bag and break open a crate. You'll find a shotgun inside.

Immediate Armor



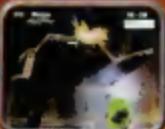
After you hit the checkpoint, you'll discover some light armor—just what you need for the battle ahead.

Blast Barrels



With a stack of fuel barrels ready, you'll need to clear out the area. When you destroy a fuel depot, the explosives will open a new passage.

Fire from Below



Within you climb up stairs to the next floor, zigzag around the walls and target two soldiers on the exploding upper floor.

Find the Fuel Depots



Help Sarge take the guys on the building's upper floor and peer through the window. A tank will roll over the stairs and take aim on you. Avoid the mortar shells and counter with bazooka blasts. Once the tank is gone, take out the garrison on the street using your sniper rifle.

Fetch the Flag



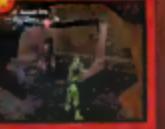
Enter the next building out building and search the ground floor. You'll find ammo and the Tien flag.

Cool off and Continue



The bottle will heat up after you pass the checkpoint. Take out incoming threats with your shotgun, collect armor, then head for the bridge and jump into the water. Soldiers will attack from several directions. Pick them off and destroy the tank in the area with your bazooka.

Depot Down



Approach the destroyed tank, clear away strong soldiers, you'll find a building and destroy another fuel depot.

Barrel Blast



A fuel depot blocks the next checkpoint. Shoot the barrels and stay clear of the explosion, then move on to the next section.

Fuel in Flames



A fuel depot blocks the next checkpoint. Shoot the barrels and stay clear of the explosion, then move on to the next section.

Hidden Plans



The last barrel explosion will create a hole in the wall, giving you access to the new plans. Grab them and go.

Stop at the Stairs



After you return to the checkpoint, you'll have to face a soldier on the stairs, then break the crates at the base to find hidden maps.

Tank Trouble



You'll face a tank on your level. Head to the nearest tank and turn left. Hit it with your bazooka, then destroy another depot.

Blast from Above



A sniper waits for you on an upper floor over the checkpoint. Get close to the wall and switch to the sniper rifle. Shoot up, aim and fire.

Last Stand



The last section of the mission area is packed with soldiers and tanks. When you're not fighting enemies, destroy more depots.

Final Fuel



The last fuel depot is in front of the exit portal. Once you destroy it, you will have completed all mission objectives.

SQUAD SKIRMISH

Multiplayer missions take place on four big maps. As many as four participants can team up or go solo in three types of missions. Let the mayhem begin!



GO ARMY

The real battle has just begun. You've got a long way to go before you can claim victory over Malice and his mean plastic men. After more missions in the Green Nation, you'll enter the big world and go to war in monster-sized living rooms and kitchens. Sarge has nothing to lose. Dive into the battle and give it all you've got.



Castlevania

Aria of Sorrow

RETURN TO
DRACULA'S CASTLE
AND PUT AN END TO
HIS DARK CURSE
ONCE AND FOR ALL.

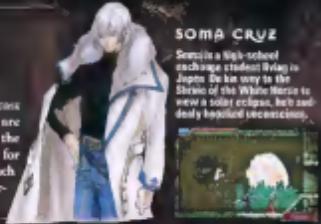
Castlevania is one of the oldest and most respected names in gaming. Many of the games in the franchise have been among the best on their systems. The Game Boy Advance has already been blessed with two of the stellar titles (Circle of the Moon and Harmony of Dissonance), and the diminutive handheld is about to receive a third.

Aria of Sorrow is the first Castlevania game to take place in the future (2035 to be precise). Don't worry, though; the swords and sorcery haven't been replaced by ray guns. In fact, if it weren't mentioned in the story line, you'd never know that the game took place in the 21st century. The artists at Konami have stayed true to the beloved Castlevania aesthetic and improved upon it with superior animation and more detailed backgrounds. Moreover, the developers have remedied the two major shortcomings from *Harmony of Dissonance*. The music in *Aria of Sorrow* is of a much higher quality and the boss battles are considerably more difficult. With the series rapidly approaching perfection, the Castlevania legacy remains as strong as ever.



Character Profiles

Aria of Sorrow stars an intriguing cast of characters, many of whom are linked to Castlevania's past. (See the time line at the bottom of the page for some hints.) For better or worse, each of the individuals will play an important role in Soma's journey.



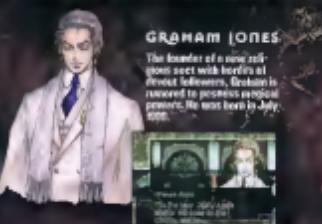
SOMA CRUZ

Soma is a high-school exchange student living in Japan. On his way to the Shrine of the White Moon to view a solar eclipse, he's suddenly kidnapped by Selenites.



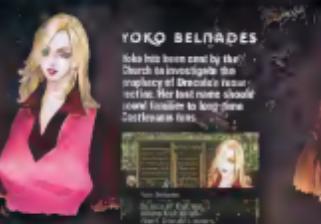
GENYA ARAKADO

An extremely cold and powerful man, Genya Arakado is known for his ice-like skin. He's said to be ultimately linked with the prophecy of Dracula's resurrection.



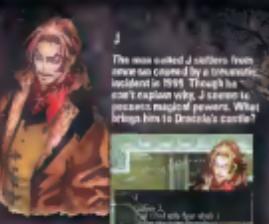
GRAHAM JONES

The founder of a small self-styled sect with Genya at their leader, Graham is known to possess magical powers. He was born in July, 1995.



YOKO BELNADES

Yoko has been sent by the Church to investigate the prophecy of Dracula's resurrection. Her true name should remain hidden to keep them Castlevanians here.



The man called Hammer from new screenshots caused by a tournament incident in 1995. Though he can't explain why, J seems to possess magical powers. What brings him to Dracula's castle?



HAMMER

The very dispossessed Hammer is investigating the Shrine. Instead, he decides to set up a shop in front of the castle, where you can buy and sell equipment.

Tactical Souls

Tactical Souls are the magical spirits of the creatures that inhabit Dracula's castle. Every time you defeat a creature, there's a possibility that you'll capture its soul. Captured souls grant you a wide variety of special powers and abilities (see right for examples). Most of them consume magic points, which you can replenish by nabbing hearts.



STUDENT WITCH
The Student Witch soul releases a belief cat that runs full-speed at enemies. It may look comical, but it can be pretty effective when you need to attack from a distance.



LIGHTNING BULL
Perhaps the most useful soul in the game, the Lightning Bull allows Soma to discharge lightning from his flippers, damaging every enemy in his path.



RED KNOBTAIL
An extremely fast soul with the longest range in the game. At 152 MP, the Red Knobtail's soul may be expensive, but its glistening blades deal massive damage.



GIANT RAT
This soul acts as a familiar. It follows Soma and attacks enemies with its talons until you've used all MP. When that happens, the body disappears.

UNOWN
Enchanted souls such as Unown, which enables Soma to walk on water, provide a continuous effect without consuming MP. They cannot attack until you disable them.

Trading Souls

Quite a few of the souls in *Aria of Sorrow* can be difficult to obtain, so Konami has included a link-up feature that allows you to trade with your friends. The machine practice gives you the opportunity to complete your collection and see all of the cool abilities that the game has to offer without tirelessly searching them all out yourself. Be careful not to trade a soul that you want to keep—once it's gone, it's gone (unless the recipient agrees to trade it back to you).



Vanquishing Evil

As we've come to expect from the Castlevania series, *Aria of Sorrow* contains quite a bit more depth than your run-of-the-mill action title. To escape from the castle alive, you must be mindful of Soma's abilities and limitations. Dracula's minions will not relinquish their souls without a struggle.



CHARACTER LEVEL
Character growth in *Aria of Sorrow* works very much like in RPGs. You acquire experience points as you defeat enemies, and your character's stats and attributes improve each time you gain a level.



WEAPONS & ARMOR
There's a huge number of weapons and armor to find in Dracula's castle. Soma can equip only one weapon, one piece of armor and one accessory at a time, however, so choose wisely.



ENEMY DATA
After you defeat an enemy for the first time, its stats automatically appear in a database. Consult it to view detailed information on the creature's attributes. Once you know its creature's weaknesses...



STRATEGIC COMMENT
...you can take advantage of it by equipping the proper weapon. For example, our hero can wield the ice-enchanted Rebishi Sword to make quick work of icy enemies like Stolas.

A Legend in the Making

Castlevania: *Aria of Sorrow* is one of the most anticipated GBA games of the year, and for good reason. Its amazing presentation coupled with the brilliant Tactical Soul system makes for a deeply engrossing adventure that's among the best in the series. Long-time fans will love the subtle references to previous games, and newcomers will be pulled in by the magnificently polished game play. If they can maintain this level of quality, we encourage Konami to keep them coming. Don't sing your own aria of sorrow—we'll have more on the latest Castlevania next month. ♪



Castlevania Timeline

1450
Castlevania: Legends (GB)

Count Dracula becomes the Prince of Darkness, but a vampire hunter named Selenite steals his ring of power with help from the Dracula's twin son, Alucard.

1476
Castlevania: Dracula's Curse (GB)

Alucard steals the ring of darkness and resurrects Dracula. Looking for a mate, he kidnaps Selenite.

1570
Castlevania: The Adventure (GB)

The year of Dracula's first-century resurrection. Though soundly defeated at the hands of Christopher Belmont, the count narrowly escapes by transforming his body into a stone.

1591
Castlevania: Belmont's Revenge (GB)

Christopher plays the Prince of Darkness and saves his son.

1601
Castlevania (TGS)

After lying in wait for 15 years, Dracula possesses Christopher Belmont's son, Selenite, and turns him into a demon.

1601
Castlevania: Belmont's Revenge (GB)

Christopher plays the Prince of Darkness and saves his son.

1602
Castlevania: Belmont's Revenge (TGS)

Selenite's wounds continue to grow on his soul. He learns that Dracula's curse has possessed Selenite, and that to rid himself of it he must burn Dracula's body.

1602

Super Castlevania IV (Super Famicom)

None

1748
Castlevania: Harmony of Dissonance (GB)

Hoping to prove his worth as a vampire hunter, Mario Belmont sets out to recover Dracula's body. Dracula possesses him in the process, and Mario is eventually defeated by Alucard Belmont.

1788
Castlevania: Dracula X (Sega Genesis)

A dark portal resurrects Count Dracula preternaturally. To exact revenge on the Belmont clan, the count kidnaps Richter Belmont's girlfriend, Anna, and her sister, Maria, to force the count to submit.

1830
Castlevania: Circle of the Moon (TGS)

After being defeated by Alucard in 1782, Dracula is again resurrected preternaturally. He imprisons a vampire hunter named Belthar, but Belthar's apprentice, Nathan Graves, defeats the count.

1844
Castlevania: Legacy of Darkness (TGS)

The Grim Reaper resurrects Dracula. Looking for a mate, he kidnaps his last child, the count's daughter Richter Belmont's girlfriend, Anna, and her sister, Maria, to force the count to submit.

1952
Castlevania (GB)

Dracula is again in Japan as a solar eclipse occurs. Selenite, a high school student Soma Belmont, steals his ring of power with help from his twin son, Alucard.

2035
Castlevania: Aria of Sorrow (GBA)

Dracula's spirit appears in Japan as a solar eclipse occurs. Selenite, a high school student Soma Belmont, steals his ring of power with help from his twin son, Alucard.



NINTENDO
POWER

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GAME BOY ADVANCE



NINTENDO
GAME CUBE.

So... you want to be
a Superhero.

Uncluttered cranium.
No unnecessary thoughts
which may distract one
from performing their
heroic deeds

Brawn.
No self-respecting Superhero
would be seen without it.

Have you got what
it takes?

Accise.

You won't find a "HeroWear
for Men SuperStore" at your
local shopping mall.



Game Boy® Advance.
Cause, what if you get
stuck on a bus in traffic?



Nintendo GameCube™.
Chic magnet.



Strong bones.
If you've ever had a
600lb waistline on you
then you'd know why.



Comic Mischief
Violence



Wrestling.

Comfy boots.
You'll be in your feet all day.
Don't take your footwear for
granted.

THE PATH OF
THE SUPERHERO

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LEGENDS OF
NINTENDO
GENERATION



(Horde)

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白鳥

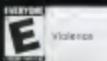
IKARUGA

TM

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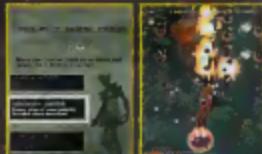
The Space-Shooter Reborn

Driven by old-school cool and an innovative twist, Atari's Ikaruga is an electrically charged space-shooter for the 21st century. Spaceships of two polarities—black and white—fill the skies over the island nation of Honshu. As you navigate your Ikaruga fighter through the game's five intense missions, you must switch your ship's polarity on the fly to absorb energy from polarity-matching enemy fire. The game is easy to pick up and play, but difficult to master. Originally released for the Sega Dreamcast in Japan, Ikaruga is exclusive to the Nintendo GameCube in North America.



Violence

Adjustable Outbursts



Options allow you to play the game vertically or horizontally and in three difficulty levels. In Easy mode, destroyed enemies don't leave debris. In Normal mode, enemies that match your ship's polarity lose energy that your ship can absorb. In Hard mode, enemies of both polarities burst into clouds of energy.



Shoot for the Stars

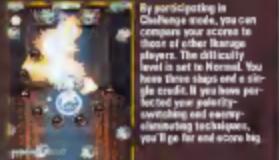
The object of Ikaruga is to clear densely packed levels and achieve a high score. One or two players can play the main game or participate in a variety of other modes designed to help you improve your score.

Practice for the Perfect Score



After you reach any chapter in the main game without continuing, you can revisit that chapter in Practice mode or Coopant mode. Practice mode sorts the chapters by difficulty. Compact mode separates the chapters by levels and allows you to play them at normal speed or in slow motion. You can also watch a demo of perfect play to learn the techniques of Ikaruga's masters.

Join the Ikaruga Ranks



By participating in Ikaruga mode, you can compare scores to those of other Ikaruga players. The difficulty level is set to Normal. You have three shots and a single credit. If you have performed well, you will receive a ranking and energy-absorbing techniques, your life per and score big.



Visit the net ranking website (address shown below) and enter your Challenge mode password. You'll receive a list of high scores and find out where your score ranks among the best.

www.ikaruga-atari.net

Clear and Conquer

Ikaruga's simple but engaging game play has two key principles at its core—polarity switching and chain bonuses. As you gain command over your ship and learn the core principles, you'll go far and earn big scores.

Link Chain Bonuses



A graphic in the upper-left corner of the screen indicates how many shots of a particular polarity you have absorbed in a row. If you destroy these shapes of the same polarity consecutively, you'll earn a chain bonus. If you continue to defeat like-polarity enemies in groups of three, the point bonuses will increase, topping out at 25,000 points per chain.

Ikaruga Anatomy



Your ship has wings and a shield, but the only part that matters is the cockpit. A shot can graze the ship without causing damage, but a single hit to the center destroys it.

Double the Damage

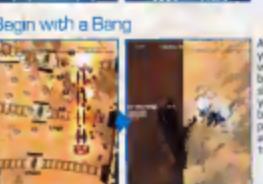


Polarity is key in big battles. By switching to the polarity that is opposite that of the target ship, you can absorb twice as many points as you would if the polarities matched. If you're playing in Easy or Normal mode, a ship of opposing polarity won't know where to shoot that can absorb by switching your polarity, but there are plenty of other sources of energy for you to consume.

Build and Release



After you've depleted your entire ship's stock of energy, the game displays a "Build" button and supply you with a password. Write it down. You'll need it to post your score on the game's official website.



Begin with a Bang



At the beginning of every chapter, you'll encounter a series of small, weak enemies that are attracted to polarity. By firing at a celestial ship that has the same polarity, you can earn a long line of chain bonuses and rack up the points. If the polarities are mixed, selectively fire at the enemies in short bursts and try to complete chains.

Team Up for Twice the Firepower

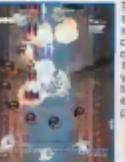
Ikaruga is a great two-player cooperative game. A second player can join at any time, provided that you have a credit to spend. Although some enemies are slightly more powerful when two players are participating, the combined firepower of the Ikaruga and Ginkgo (player two) fighten clearly gives your side the advantage.

Shield Your Partner



When you're facing an enemy attack that concentrates on a single polarity, one player should take the lead with an enemy to the other polarity. If the other player falls back and switches to the opposite polarity, the lead ship will absorb energy and shield the trailing ship while the trailing ship fires a spray of solar energy beams through the lead ship.

Caution: Bumps!



Two player-controlled ships can't occupy the same space if your ships collide, so they'll bounce off each other. Zing out of the way to avoid bumping into your playing doubles friends and take on the enemies with a two-pronged plan.

Chapter 1: Ideal

The opening levels introduce the advantages of polarity-switching and energy absorbing. Keep your finger on the fire button and be prepared to release stored energy when your gauge is full.

Clear Away Enemies, Score Chain Combos



After you encounter several waves of small enemies, you'll take on a fleet of larger ships of mixed polarities. Watch as they move around each other, concentrating their fire on ships that match each other's polarity and try to link chain combos. Next you'll take on a pair of even larger enemies, each with a ring of energy charges. Each massive ship has two satellite ships that orbit it. Shoot the ship with the current polarity first. It'll absorb shots from the other group and deal double damage to your target.

Fast Fill Up



After you survive the battle with a short series of black and white afterburner flights, you'll move on to the final stage, along with a ring of smaller ships. You'll be able to absorb a shower of energy if you choose white polarity, but you'll destroy the big one quickly if your ship's polarity is black. Steer your ship into the center of the ring, then clear away all enemies with a blaster barrage.

Disarm and Destroy



You'll catch up to two huge ships of opposite polarities as you approach the chapter's end. The ships slowly move counter-clockwise around the screen. Once you're a few feet from the ships in the center of the ring, get behind the white ship on the right, blast its side, turn its side on the ship itself (as you move up and to the left) to avoid colliding with the black ship. Be very careful when you're between the two ships. You could get caught in the crossfire or collide with a small ship swarm.

Chapter 1 Boss

The Chapter 1 boss leads with a swiveling device that emits white polarity shots, then it attacks with a shield that showers black polarity shots. Match each shield's polarity if you want to play it safe or go against the polarity if you want your shots to have more power. Wait until the shield is gone to release stored energy.



After you destroy the shield or the boss moves it away, switch to black polarity and release your energy for a devastating final attack. The boss will drop bombs that explode into sheets of alternating polarities. Switch polarities to absorb the shots and prepare for another release.

Chapter 2: Trial

Chapter 2 will teach you that absorbing energy is as important to your survival as blazing enemies. Keep an eye on your ship and switch its polarity to match the energy around it.

Break through Blocks



After you surpass the energy barrier at the beginning of the chapter, you'll fly into a convoluted hunger. You can destroy white and black obstacles, but not red ones. Cut through the blocks and switch to complementary polarities in energy showers. I recommend using white polarity in the middle portion of the second in-hunger section. Fly through one of the side-in-hunger spaces, then cut in to the center passage before you reach the opening to the next section.

Soak Up the Energy



Shot-spewing barrels litter the open areas between black blocks. Switch your ship's polarity to match the energy stored in the barrels to soak up the shots. In some areas, energy streams of different polarities cross. Slow down, speed up or move to the side to avoid getting caught in an intersection.

The Final Approach



The last black section is replete with many barrels. Select one side and fly through the section by matching your ship's polarity to that of the energy streams. Return from releasing stored energy in the area if you see a red energy source. You can't switch polarity in the area with intersecting energy streams. When you reach the ring of ships of opposing polarities, move into the beam that matches your ship's polarity and fire at the opposite-polarity ship.

Earn Credits and Extras

For every hour that you play Ikaruga, you'll earn another Credit and more chances to go further into the game. Your playing time will also earn you Extras—two concept-art galleries, a sound test and an alternate ship. If you're an accomplished player, you can earn the extras before you've put in the time. Check the unlocking conditions in the Extras menu.



The Save/Load screen shows your accumulated playing time. If the Auto Save feature is set to on, we can see your progress in rating the playing time and unlock features of the end of year season.

Chapter 2 Boss

The final 6 hours in Chapter 2 has two shielded cores. Hit the white core shield with white shots to make it move away from the ship, then maneuver around the shield, get very close to the white core and hit it with black shots. Change polarities for your fight against the black core. The shield will go down after you destroy both cores.



The boss will shower your ship with shots of both polarities. Change your ship's polarity to match the shots and absorb them. When you get close to the cores, you'll be able to avoid the energy damage.

Have a Blast

During these first two chapters are fun, fast and challenging, and the game only gets more intense as you go on. We'll continue our strategy coverage in next month's Classified Information column. Keep playing, accumulate Credits and learn to survive late into the game. Once you have your survival tactics down, concentrate on chain combos and go for a chart-topping score. ♦



no arms. no legs. huge features.

PLUNGE into 55 ENORMOUS
levels and WHIP OUT
all new powers & gear like
the Heavy Metal Fist and Lockjaw
to battle the GARGANTUAN
Hoodlum Army led by MASSIVE
transforming beeses.



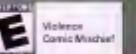
PlayStation 2



GAME BOY ADVANCE



Official trailer
featuring "Maddox"
by Groove Armada,
courtesy of Jive Records



Violence

Comic Mischievous



Rayman 3
HOODLUM HAVOC

Enter to win a trip to Jemaaïce at:
www.rayman3.com



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Tom Clancy's **SPLINTER CELL**

So this guy walks into a dark alley with one bullet and a bunch of guards . . . Sounds like a joke, but Ubi Soft's espionage game is deadly serious.

NO GRAY AREAS

In Tom Clancy stories, morality is black-and-white, but bad guys are hard to identify in the post-Cold War world. Tom Clancy's Splinter Cell has a plot that ranks among the author's most provocative. His latest hero, Sam Fisher, must avoid literal gray areas—not to mention brightly lit areas. He's a Splinter Cell, a lone-wolf agent who relies on cover of darkness to infiltrate hostile territory. When two agents vanish after discovering a secret army in the former Soviet republic of Georgia, Sam is sent into action to investigate their disappearance. What Sam discovers—and the covert methods he uses to ferret out the truth—will forever change the way you look at espionage gaming.



OPSAT'S GBA SURVEILLANCE

The Operational Satellite Uplink lets you manage data and talk to HQ. When you connect a GBA to your GCN, the OPSAT gains features such as the risk indicator. To get the most out of the radar system, we recommend using the GBA SP—with its tilted screen

next to your TV, you'll keep tabs on the action more easily.



CEREBRAL AND SUSPENSEFUL

Splinter Cell nabbed the Excellence in Writing award at the 2002 Game Developers Choice Awards, and it's no wonder why. Games usually spoon-feed story line, but Splinter Cell tosses you only enough tidbits to keep you interested and guessing. Your boss, head of the supersecret U.S. agency Third Echelon, gives you info on a need-to-know basis. As you extract data—from computers, handheld data sticks and hostages in headlocks—your boss learns more about a global crisis heading toward critical mass and sends you into the resulting missions. He always seems 10 steps ahead of you, but you can almost keep up with him if you ponder every bit of data.



Cable news broadcasts, which you unlock by completing missions, contain lots of useful facts—if you can glean them from news flashes, talking heads and tickertape information.



Your wrist-wear OPSAT will manage all digital data that you gather from the field and receive from headquarters. As you proceed through a mission, your OPSAT will become crammed with memos, photos, maps and other data.

STEALTH OVER SHOOTING

Splinter Cell is serious about covert game play. You'll travel lean—light weaponry, minimal ammo—and you'll shoot more lightbulbs than soldiers. Darkness is your friend. If you crouch in shadows, you'll be invisible to passing patrollers. Your suit is covered with photocells that provide feedback to your OPSAT system's stealth meter. If the meter's needle is hitting the dark end, you'll be out of sight, but if it's against the light end, you'll be in plain view. You'll rarely have the luxury of absolute darkness, however. As the needle wavers in the meter's gray spectrum, you'll wonder whether that soldier about to come within arm's reach of your choke hold will notice you in the shadows—the tension will make you sweat bullets.



With shadows on your side, you can execute your extremely effective stealth attack. Darkness won't hinder you on the Risk Value checklist, however. After you've cleaned up a room, after you've cleaned up a hallway, after you've cleaned up a floor, your work's not done. You'll need to dispose of the evidence in a dark place so that other patrollers don't discover it and sound an alarm.

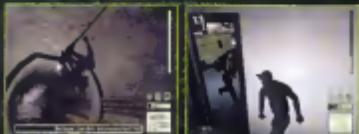


In one area, a camera monitor is active. Shoot out all nearby lights so the camera won't detect your covert activities. You'll be able to shoot some lights, as you'll sometimes need to shoot out the camera itself.



PHYSICAL TENSION

Solo's physical presence and range of movements are among the most realistic and nimble we've seen in a video game. You won't be jogging down a corridor with machine guns blazing. In fact, you'll be entirely still for minutes at a time—squatting in the slant shade of a parking-garage pylon—as your target loiters just beyond your reach. You'll wait for the right time to strike—watching your prey whistle to himself, amble in bored circles and relieve himself next to a car—steeling yourself to deliver the right move. You'll have many to choose from, including aggressive moves such as drop attacks and choke holds or covert actions such as wall shimmying and split jumps that keep you suspended quietly in midair.



Moves help you gain stealth, and attacks have a high chance of success if it. You'll be able to pull off the unexpected and take your enemies by surprise. It's not easy to do, especially when high tension gives you unsteady hands at the controls.



REAL-LIFE TECH TACTICS

Tom Clancy has always stamped his stories in realistic scenarios and equipped his heroes with real-life technology. Splinter Cell sends you into the field with minimal gear—but it's the perfect gear for each mission. Dossiers of weapons and gadgets are available, but not all at once, which forces you to be creative with what you've got. But you can also improvise with things you find, such as glass bottles.



With the multipurpose SC-20K assault rifle, you can snap fees or use special areas like non-lethal Ring-Aerial Projects.

An innovative lock-picking system demands that you wiggle the joysticks, as if you truly are searching for timbrels.



You can avoid only so long as the other side of Agent by slipping your Optic Goggles over the deer to get a sneak peek.

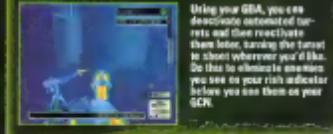
Thermal Vision picks up heat signatures—the human will help you see your prey great deal better than the otherwise spotted.

THE ULTIMATE REMOTE CONTROL

With a GBA-enhanced OPSAT system, you can use the OPSAT's wireless communication capabilities in powerful new ways. You can control computers, elevators and keypads remotely—but even stronger potential lies in its remote weapons control. In combination with the risk indicator system, you can seize control of weapons such as nail mines, automated turrets and sticky bombs and use them to manipulate hostile environments to your advantage.



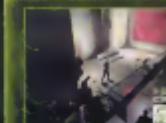
After you fire the sticky bomb using the GBA, your GBA will transmit data from the target spot instead of your current position. With the push of a GBA button, you can deactivate the bomb when enemies approach it.



Using your GBA, you can deactivate the bomb before it detonates. Then, taking the target to shoot wherever you'd like. Use this to eliminate enemies you see on your risk indicator before you see them on your GBA.

LONE WOLVES DO IT THEIR OWN WAY

Bored through conflicts, slip past enemies or play the puppet master to your foes. You can solve problems in your own style. Consider these ways in which we got past two guards and abducted an officer whose eyes we needed for a retinal scanner.



If you play aggressively, you can take out the two guards who patrol the lower floor of a grand entrance hall.

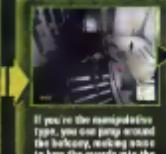


Before the officer enters, you can quickly hide the two bodies in the dark upper balcony so he's not alerted to trouble.



After you use the computer, the guard will enter—he can pull him into a choke hold and move him toward the scanner.

STARTING POINT



If you're the manipulative type, you can jump around the balcony, making sure to lure the guards into the shadows upstairs.



After you use the computer, you can lure the officer upstairs as well, where you can get him into the choke hold more easily.



At the guard's return downstairs, you can use the GBA to track their position and run in the computer simultaneously.

BREAK INTO THE BIG TIME

Splinter Cell infiltrated the Nintendo GameCube in early April. What you'll discover in the former Soviet republic will lead to intense missions in unlikely places. You'll even break into CIA headquarters to gain some insights. With darkness on your side, you can discover the truth before a global situation that ranks among Tom Clancy's worst nightmares explodes. 



FUNDAMENTALS
CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

Alien Abduction

Save the Space Race

The Project FUN Game Factory's Alien Rescue project is a space game that challenges the player to pilot a UFO and pick up stranded aliens from a desert planet. The UFO is equipped to carry up to five aliens, fire guns and drop bombs on enemies.

The game employs many concepts that previous Game Factory projects introduced—state machines, physics and animation. It also incorporates some new and previously sparingly used ideas, such as multiple scrolling backgrounds and computer-controlled sprites that react to the player-controlled sprite's actions.



MOVING SCENERY
The floating planet background scroll is automatically, which gives the scene a sense of depth and realism.

FUN Facts

- The Digipen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games or personal emulators.
- Nintendo Power subscribers can join Project FUN at a price of \$15 U.S. for an entire year. Details are available at Digipen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers innovations and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.



BEGINNER

After you complete the Beginner sessions, you'll have a pilotable UFO, an area in which you can fly and aliens to rescue.



ADVANCED

Completion of the Advanced sessions will result in a full set of enemies.

Beginner Sessions

You'll start the Alien Rescue project by adding four maps that represent the layers of the desert scene, and you'll make the deep background map scroll on its own to give the environment depth and life. Next you'll establish the UFO sprite, create a state machine to describe its behavior and give it the ability to fire bullets and drop bombs. Once you have a working alien craft, you'll add a timer, a landing zone and an alien that shows the mother ship picking up the rescued aliens. You'll wrap up the session by adding stranded aliens and make them run to the UFO when it lands in their vicinity.

Advanced Sessions

As you progress through the Advanced sessions, you'll add several crucial game elements. You'll create enemies for the game, giving them firing movement patterns. You'll also give the UFO a health gauge and account for the possibility of mission failure. After you complete the sessions, you'll have a fully working first level.

Expert Sessions

The Expert sessions add a title screen, instructions and a second level with a new alien and enemy configuration.



EXPERT

By following the Expert sessions, you will add another level and introduce new enemies.

www.projectfun.digipen.edu

Bells & Whistles

Piloting Pluses

After you've completed the Beginner sessions, you can add several cool features that will expand the game's fun factor. Our Bells & Whistles give the player-controlled UFO some new abilities and a new type of obstacle. Once you perform all of the steps, the UFO will hover in place on command and drop bombs that explode with a particle effect when they hit the ground. Also, a new enemy will attack from above.



SPECIAL EFFECTS
One of our Bells & Whistles additions gives bomb explosions some particle pizzazz.



LOOK OUT ABOVE
If you fly too high, a flock of off-screen alien birds will release droppings that will make you lose control of the UFO. Dot dot true.

Bird Bombs

As you implement the Advanced steps, you'll add enemies that fire from above. Our first Bells & Whistles addition creates projectiles that fall from above. When the UFO approaches the top of the screen, bird droppings will appear every half-second until the UFO descends. If a dropping hits the UFO, the player will lose control over the vehicle for a full second.

To implement the feature, you will first make the program generate bird-dropping sprites, then you'll work on the sprites' behavior and finally create the UFO's dissemination behavior.

Step 1—Create an Actor and a Sprite

The first step is to exercise your artistic ability and create a BMP file called dropping.bmp using your default paint package. The art should be 16x9x6 pixels and look like something that a bird would drop. Put the file in your Assets/Actors folder, then create an actor called DROPPING with an animation set called NORMAL. Add a frame that uses your art and save the animation set. Make a sprite under the Level_1 branch of the project tree and give it the following properties:

Step 2—Add a Variable and a State Machine

Add a global variable with the following properties:

NAME
droppingVar
TYPE
Int

Then create a new state machine called DroppingGSM and set it to be used by sprites. The main machine will manage the generation of bird droppings. Give it three states named idle, tooHigh and drop. Add an edge from the idle state to the tooHigh state and replace its Conditions code with the following:

```
//True when the UFO is above the threshold altitude
return This > MapPositionY < 128;
```

Add an edge from the tooHigh state to the idle state with the following Conditions code:

```
//True when the UFO is at or below the threshold altitude
return This > MapPositionY >= 128;
```

Open the tooHigh state and fill in its Initial Actions area with:

```
//Set the dropping timer
droppingTim = 30;
```

In the tooHigh state's Actions area add:

```
//Reset down the dropping timer
droppingTim = 0;
```

Create an edge from the tooHigh state to the drop state and give it the following Conditions code:

```
//True when the dropping timer times out
return droppingTim == 0;
```

Create an edge from drop to tooHigh and leave its code as is.

For your last addition to the DroppingGenSM state machine, open the drop state and enter the following *Initial Actions* code:

```
float offset;
if (This->DesiredX() > 0)
    offset = 190;
else if (This->DesiredX() < 0)
    offset = -190;
else
    offset = 0;

//Paint to the sprite template
SpritePTA.w = DropMasterDropping.w;

//Generate a clone, setvate it and rename it
Sprite *dropping = masterDrop->CreateSprite();
dropping->SetName("clone");
dropping->SetName("dropping");

//Position the dropping relative to the UFO
dropping->MapPosition(0, This->MapPositionX());
    This->NetSpotX = offset;
```

Save and close the state machine, then open the UFO sprite properties and add the DroppingGenSM state machine to its behavior.

Step 3—Add Bird-Dropping Behavior

The DroppingGenSM state machine generates bird droppings based on the UFO's vertical position, but it doesn't destroy them. You can account for the dropping destruction by attaching behavior to the dropping sprites. Create an object function called DropPngFN to be used by sprites and give it the following code:

```
//If the sprite collides with anything, or reaches a certain altitude,
//delete it
if (This->CollisionWithMap() || This->CollisionWithSprite()
    || This->MapPositionY() > 200)
    This->DeleteFlag(true);
```

Add the function to the masterDropping sprite's behavior:



After you add the new behavior, compile and run the game to see a bird dropping fall from the sky. The next step is to change the UFO's behavior.

Step 4—Create a State Machine

When a dropping hits the UFO, the player must temporarily lose control of it. Create a new state machine called UFODisorientSM and set it to be used by sprites. Add three states called normal, disoriented and switch. Create an edge from the normal state to the disoriented state and replace the edge's Conditions code with the following:

```
// True when the UFO hits a dropping
return This->CollisionWithSprite("dropping");
```

Then add the following to the edge's Actions code:

```
// Set the disorientation counter
This->LocalVariables[0] = 0;
```

Add an edge from the disoriented state to the normal state and replace the Conditions code with:

```
// True when the disorientation counter runs out
return This->LocalVariables[0] == 0;
```

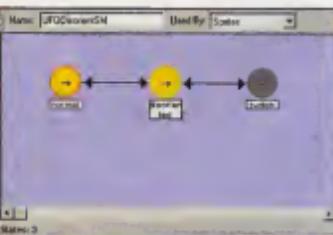
Open the disoriented state and add the following to its Actions code:

```
// Decrement the disorientation counter
This->LocalVariables[0]--;
```

Add an edge from the disoriented state to the switch state and replace the Conditions code with:

```
// True when the timer counter is divisible by 15,
// which represents one quarter of a second
int timer = This->LocalVariables[0];
if (timer % 15 == 0)
```

Add an edge from the switch state to the disoriented state and leave the Conditions code as is.



The UFODisorientSM state machine switches the UFO to a disoriented state for a second after it hits a dropping.

Open the switch state and enter the following *Initial Actions* code:

```
// Compute a random turn angle
float newAngle = RandF(360);
```

```
// If the UFO is facing up at the top of the screen,
// mirror it to face down
if (This->MapPositionY() < 40 &amp; newAngle < 0)
    newAngle = 360 - newAngle;
// Set the UFO to the new angle
This->VectorAngle(newAngle);
```

Save the state machine, then save the project. Open the UFO sprite and add the UFODisorientSM state machine to its behavior list. Under the General tab, set the number of variables to 1.

Step 5—Compile and Run

Right-click the Game node, open the game's Properties and enter the following code under the *OnStart* tab:

```
RunResult(0) = GetTime();
```

When you compile and run the game, the UFO will behave unpredictably for a full second after it flies into a bird dropping.



The player will lose control over the UFO temporarily after it collides with any bird dropping.

Step 6—Modify BombFN

Open the BombFN object function and replace the following line:

```
This->DeleteFlag(true);
```

with:

```
ParticleSystemPTR master("bombExpllosion");
ParticleSystem *explosion = master->CreateParticleSystem();
explosion->MapPositionX(0) = This->MapPositionX();
explosion->MapPositionY(0) = This->MapPositionY();
explosion->DeleteFlag(true);
This->DeleteFlag(true);
```

Save and close the function, then save, compile and run the project. You'll see that bombs explode into yellow particles that turn black as they burst at the point of impact.



The particle explosion trigger is when a bomb hits the ground. You can change the effects by altering the parameters in the bombExpllosion particle system.

H Is for Hover

Since the UFO drops whenever you're not instructing it to ascend, it can be quite a challenge to keep the vehicle steady. Our last addition gives the player more control over the UFO by making it hover in place when the H key is pressed.

Modify UFOMovementSM

Open the UFOMovementSM state machine and add the following code to the state's Actions code:

```
// If the H key is pressed, stop the UFO. Otherwise, let it drop
if (pKeyboard->IsPressed(DIK_H))
    This->Speed(0);
else
    This->Speed(0.5);
```



With an easy change to the UFOMovementSM state machine, you can make the UFO stay vertically steady when the player presses the H key.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



The theme for this issue's CI code and strategy mix is power—the power to defeat enemies with a single shot in Robotech: BattleCry, the power to knock opponents to the canvas in Rocky and the power to go up against the S.A. Xan Metroid Fusion and win. Input our codes and follow our strategies to power your way through every game on the list.

CODE: XXX 1CB
DEAD TO RIGHTS GCN
METROID FUSION EEA
ROCKY GCN

ROBOTECH: BATTLECRY GCN
STAR FOX ADVENTURES GCN
X-MEN: NEXT DIMENSION GCN

ROBOTECH: BATTLECRY

GCN

TECH TRICKS

UNLOCK MISSIONS AND GIVE YOUR VERITECH NEW POWER.

In Volume 165, we pointed out a glitch that made your Veritech invincible. Robotech: BattleCry features intentional tricks, too—complete with a cheat code interface. Select the New Game or Load Game option to enter the menu that offers Training, Story mode and other game play options. Press and Hold L, R and Z, then press Left, Up, Down, A, Right, B, Start to make the cheat-code interface appear. Input any of the codes listed on this page. A confirmation message and a voice sample from the game will provide code-entry confirmation.

CODE

HOLD L, R AND Z PRESS LEFT, UP, DOWN, A, RIGHT, B, START

RESULT

CHEAT INTERFACE APPEARS



Enter the button-press code on the mode selection menu to bring up the cheat-code-entry interface.

UNLOCK MISSIONS

Two cheat codes unlock missions. MULTIMAYHEM makes all multiplayer missions available. WEWILLWIN unlocks all Story Mode missions. After you select the mode, you'll see a menu that lists available missions.

CODE

MULTIMAYHEM
WEWILLWIN

RESULT

UNLOCK ALL MULTIPLAYER MISSIONS
UNLOCK ALL STORY MODE MISSIONS

UNLOCK VERITECHS AND PAINT SCHEMES

You have your choice of Veritech and paint schemes in multiplayer missions. Expand your choices with two codes.

CODE

MISMAKROSS
WHEREISMAX

RESULT

UNLOCK ALL VERITECH PAINT SCHEMES
UNLOCK ALL VERITECHS AND AWARDS

CLEAR CODES

If you want to reverse the effects of all cheat codes, enter CLJAR as a code.

CODE

CLJAR

RESULT

CLEAR ALL CHEAT CODES

ROCKY

GCN

GONNA CHEAT NOW

CODE: DURGE MORE BOXING OPTIONS AND BETTER STATS.

Rocky Balboa's violent game saga unfolds more quickly than his first fight against Clubber Lang when you use a collection of maintenance codes. Two of the codes unlock boxes and arenas for exhibition matches, along with every movie in the Gallery. The other code adds excitement to the fights by pumping up boxer stats.

FEATURE-UNLOCKING CODES

At the start of the game, the Exhibitors mode offers a selection of four boxers and one arena. After you enter either of the codes below, the list of available boxers will grow dramatically, all of the moves in the Gallery will unlock and all 12 arenas will become selectable arenas. The first code gives you all boxers to choose from (all but the Rocky statue and Mickey Goldfarb). The second code adds the Rocky statue and Mickey to the mix.

CODE

CODE: HOLD R, PRESS RIGHT, RIGHT, RIGHT,
LEFT, RIGHT, L
HOLD R, PRESS UP, DOWN, DOWN,
LEFT, LEFT, L

RESULT

UNLOCK ALL ARENAS, ALL
MOVIES AND 28 BOXERS
UNLOCK ALL ARENAS, ALL
MOVIES AND ALL BOXERS

ROCKY

GCN



Enter either of the features-unlocking codes at the Main menu. A sound effect will confirm correct entry, and your boxing system will expand.

STAT-ENHANCING CODES

You can make matches play out more quickly with codes that add punch power and speed for both boxers. Another code adds to Rocky's stats in Movie mode. The stats listing won't show an inflated number, but Rocky's performance will demonstrate a definite improvement.

CODE

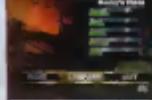
CODE: HOLD R, PRESS RIGHT, DOWN, LEFT,
UP, LEFT, L
HOLD R, PRESS DOWN, LEFT, DOWN
UP, RIGHT, L
HOLD R, PRESS RIGHT, DOWN, DOWN
UP, LEFT, L

RESULT

ADD PUNCH POWER FOR
BOTH BOXERS
ADD SPEED FOR BOTH
BOXERS
ADD TO ROCKY'S STATS IN
MOVIE MODE

YARHHS

GCN



By giving Rocky inflated stats at the beginning of Movie mode, you should be able to knock through the first few matches with little to no effort.

DEAD TO RIGHTS

GCN

RIGHTS FIGHTS

CODE: JACK SLATE A FIGHTING CHANCE AS HE SWEEPS THROUGH GIANT CITY.

In Volume 165 we examined two codes that make Dead to Rights more challenging—one code enables Hard Boiled mode, another one disables the target crosshairs. This month, we'll help you make the game easier but just as much fun. Enter any of the codes listed below at the main menu, where your choices are New Game, Load Game and Options. A confirmation message will follow correct code entry. The cheats take effect in Chapter 2.

CODE

CODE: HOLD L AND R, PRESS UP, LEFT,
DOWN, RIGHT, X

RESULT

10,000 BULLETS MODE

CODE

CODE: HOLD L AND R, PRESS RIGHT, X,
X, X, B

RESULT

FIGHT CLUB

CODE

CODE: HOLD L AND R, PRESS DOWN, X,
LEFT, LEFT, L

RESULT

ONE-HIT WONDER

CODE

CODE: HOLD L AND R, PRESS B, LEFT,
Y, UP, DOWN

RESULT

WUSSY MODE

CODE

CODE: HOLD L AND R, PRESS X, X, UP,
UP, B

RESULT

YOUR SKILLS ARE EXTRA
ORDINARY

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

ROUNDTICK MODE

CODE

CODE: HOLD L AND R, PRESS L, L

RESULT

FIGHT CLUB

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

ONE-HIT WONDER

CODE

CODE: HOLD L AND R, PRESS B, B

RESULT

WUSSY MODE

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

YOUR SKILLS ARE EXTRA
ORDINARY

CODE

CODE: HOLD L AND R, PRESS L, L

RESULT

ROUNDTICK MODE

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

FIGHT CLUB

CODE

CODE: HOLD L AND R, PRESS B, B

RESULT

ONE-HIT WONDER

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

WUSSY MODE

CODE

CODE: HOLD L AND R, PRESS L, L

RESULT

YOUR SKILLS ARE EXTRA
ORDINARY

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

ROUNDTICK MODE

CODE

CODE: HOLD L AND R, PRESS B, B

RESULT

FIGHT CLUB

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

ONE-HIT WONDER

CODE

CODE: HOLD L AND R, PRESS L, L

RESULT

WUSSY MODE

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

YOUR SKILLS ARE EXTRA
ORDINARY

CODE

CODE: HOLD L AND R, PRESS B, B

RESULT

ROUNDTICK MODE

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

FIGHT CLUB

CODE

CODE: HOLD L AND R, PRESS B, B

RESULT

ONE-HIT WONDER

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

WUSSY MODE

CODE

CODE: HOLD L AND R, PRESS L, L

RESULT

YOUR SKILLS ARE EXTRA
ORDINARY

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

ROUNDTICK MODE

CODE

CODE: HOLD L AND R, PRESS B, B

RESULT

FIGHT CLUB

CODE

CODE: HOLD L AND R, PRESS R, R

RESULT

ONE-HIT WONDER

CODE

CODE: HOLD L AND R, PRESS B, B

DEAD TO RIGHTS

▼ FUSION FINALE

BATTLE AN SA-X AND GO HEAD-TO-HEAD WITH AN OMEGA METROID IN THE CONCLUSION OF METROID FUSION—THEN PLAY AGAIN FOR A BETTER ENDING

Our Volume 160 Metroid Fusion coverage ended with the Screw-Attack-recoveting battle against Ridley. You have two more fights to go before you can call the mission a success. Head to the Operations Room to change the station's orbit. There, you'll finally fight an SA-X.

SA-X

When you reach the locked door to the Operations Room, you'll hear an explosion and your battle with the SA-X will begin. Drop to the floor of the large chamber and charge your beam. The creature will attack with a pumped-up version of the Ice Beam—a single hit will deplete nearly 100 energy units. Hit the SA-X with your charged beam, then run toward it and hop over it (or run under it if it jumps) and charge your beam again as you move. As soon as you are a safe distance from the creature, turn and fire. You'll hit the SA-X even if it's offscreen. After you hit the beast several times it will transform into a huge one-eyed monster. Hit the creature's eye with charged beam blasts and run out of the way when it leaps. Most of the time it will leap high and target you on the way down, but it will occasionally take very short hops instead. Stay on your toes and be ready to move. After you defeat the creature, it will turn into an X parasite. Hit it with missiles when its eye is open.

OMEGA METROID

After your victory against the SA-X, enter the Operations Room and change the station's orbit. Once the orbit is altered, you'll have three minutes to get out. When you return to the docking bay, you'll find that your ship is gone and that an Omega Metroid has escaped from the lab. Allow the beast to knock you out with one swipe of its claw, then watch as an SA-X attacks the Metroid. After the SA-X is down, you'll have another chance to fight. Collect the SA-X parasite to fill your tank and earn the upgraded Ice Beam, then attack the Omega Metroid with a rapid-fire beam barrage. Get close to the Metroid and target its body. After you finish off the creature, your ship will return to the docking bay and you will be able to make your escape.



Not far from Omega Metroid where she used to be. After it knocks you down, it will tangle with an SA-X.



Attack the parasite that the SA-X leaves behind, then attack the Metroid by using the Ice Beam. Keep blasting and outlast the beast.

EARN ENDINGS

Metroid Fusion has five endings, each showing a different shot of Samus Aran. The ending that you earn depends on the time it takes you to complete the game and on the percentage of the station's 100 tanks you collect. The best endings—the ones that show Samus without her arm—require that you finish the game in less than two hours and collect all of the tanks.

CLEAR TIME

LESS THAN 2:00

ITEMS

300%

ENDING

ENDING 1

LESS THAN 2:00

LESS THAN 100%

ENDING 2

MORE THAN 2:00

90%

ENDING 3

BETWEEN 2:00 AND 4:00

LESS THAN 100%

ENDING 4

MORE THAN 4:00

LESS THAN 100%

ENDING 5



At the game's conclusion, you'll see your completion time and item collection percentage. Play again and try to get a better ending.

OMEGA METROID

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ITEMS

300%

ENDING

ENDING 1

LESS THAN 2:00

LESS THAN 100%

ENDING 2

MORE THAN 2:00

90%

ENDING 3

BETWEEN 2:00 AND 4:00

LESS THAN 100%

ENDING 4

MORE THAN 4:00

LESS THAN 100%

ENDING 5



At the game's conclusion, you'll see your completion time and item collection percentage. Play again and try to get a better ending.

▼ THE X-FACTOR

WIN EVERY MATCH IN RECORD TIME BY CHEATING PAST YOUR OPPONENTS

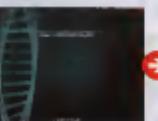
The battles can get mighty challenging in the late rounds of X-Men: Next Dimension, but you'll win every one of them in an instant if you enter the three codes listed below at the main menu. You may have to enter the codes a few times before they register. A message will confirm successful entry. The first code on the hot affects only computer-controlled opponents, making them stand still in Story mode and Arcade mode matches. The other codes affect both combatants.

CODE

UP, UP, DOWN, DOWN, A, A,
B, B, X, X, Y
UP, UP, DOWN, DOWN, X, Y,
Y, X
UP, UP, DOWN, DOWN, A, X,
A, X

RESULT

COMPUTER CONTROLLED
FIGHTERS STAND STILL
FIGHTERS ARE KNOCKED
DOWN AFTER ONE HIT
SUPERS ARE UNLIMITED



After you enter the first code on the hot and jump into a one-player game, your opponents will stand still and take a beating without fighting back.



The one-hit code makes every hit knockout worthy. It provides a good one-two punch with the code that disables computer-controlled opponents.



After you enable all Supers, both fighters will be able to pull off Super moves without filling their Super meters.

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▼ BMX BIKE BLAST

UNLOCK STUNT BIKE AND LEVEL IN ACCLAIM'S EXTREME BIKE THRILLER

Much has been made of BMX XXX's M-rated content, but at its core the game is about extreme sports with tons of levels, bikes and extras. You can unlock every level, biker and bike by using these codes. Select Acclaim Extras from the main menu, then choose Cheats and enter any of the cheat codes listed below. The sound of a crowd's reaction to a spin will confirm code entry.

CHARACTER AND BIKE UNLOCKS

Every character has five bikes. With 15 characters, that makes a total of 75 bikes. That's why 65 SWEET RIDES is the code that unlocks every bike. You can unlock the bikes by the rider, too. After you enter a code, select the rider to find that he or she has a full ride selection.

CODE

ELECTRICITYBA0
TWANNA7
MIBKA62435
KAVIC10
LATEY491
ITCH0594
KARMA211
MANUEL215
HELLKITTY1403
TRIPLEDEAD822
JOYRIDE18
SKETTER066
MUTTER210
AMISHBOY1999
65 SWEET RIDES

RESULT

UNLOCK AMISH BOY
UNLOCK TWANNA'S BIKES
UNLOCK MIBKA'S BIKES
UNLOCK KAVIC'S BIKES
UNLOCK LATEY'S BIKES
UNLOCK ITCHY'S BIKES
UNLOCK KARMA'S BIKES
UNLOCK MANUEL'S BIKES
UNLOCK HELLKITTY'S BIKES
UNLOCK TRIPLEDEAD'S BIKES
UNLOCK JOYRIDE'S BIKES
UNLOCK SKETTER'S BIKES
UNLOCK MUTTER'S BIKES
UNLOCK AMISH BOY'S BIKES
UNLOCK ALL BIKES

LEVEL UNLOCKS

You can unlock levels the hard way (by completing objectives in the Hardcore Tour) or the easy way (by cheating). Unlock them one at a time or get them all at once with the MASS HYSTERIA code.

CODE

THATDAMBLE761
10WIRL15LES
BAABAA
BOTBANDSUCK
UNDEADGURU
SHIMMEHTEMONEY
SHOWMEHTEMONEY
MASS HYSTERIA

RESULT

UNLOCK THE DAM
UNLOCK RAMPAGE SKATE PARK
UNLOCK SHEEP HILLS
UNLOCK SYRACUSE
UNLOCK USP ROOTS JAM
UNLOCK LAS VEGAS
UNLOCK LAUNCH PAD 09
UNLOCK ALL LEVELS



The Dam has a lot of big climbs and huge drops. Look out below!



Las Vegas is crowded with glitz, obscenities.

▼ ONE STONE TO GO

AFTER YOUR DRAGON ROCK ADVENTURE, YOU'LL HAVE ONE LAST SPELL-STONE TO PUT INTO PLACE.

With three SpellStones in their proper places and the last one in your hand, you'll return to Cape Claw for a final visit to the Ocean Force Point Temple.

CAPE CLAW

A wooden barricade blocks the entrance to Ocean Force Point Temple. You can blast through the barricade with a SharpClaw cannon. Cross the water to the beach where you found the Cloudrunner queen and search for a portal. Open it, extinguish a fire on the other side and continue to the canopy. Then blast the Ocean Force Point Temple barrier.



You'll see the canopy on a ledge. Cross the water to the beach left of the ledge, quite access to the canopy by way of a stone and aim at the barrier.



Before you leave for the temple entrance, you'll discover that you can destroy two more blockades to access items and more star energy.

OCEAN FORCE POINT TEMPLE—FLOOD PUZZLE

You'll discover that there are more electrical tiles in the opening section than there were during your first visit, but the other obstacles are gone. After you warp, enter a rectangular doorway, turn left and walk through a short tunnel to a large, flooded room. You'll find a block to your right. Push and pull it to the edge of a ledge and climb up to a switch. After you hit the switch, a portal will open. Drop to a SharpClaw disguise pad and use it to open an alcove. Hit a switch in the alcove to raise the water line.



Push a block into a position for ledge access. Hit a switch on the ledge to open a portal. Then make the water rise and swim to the open portal.

OCEAN FORCE POINT TEMPLE—FLAME PUZZLE

You'll discover a carousel that holds four torches and four tall fountains. Hit a switch on the wall to light the torches and make the carousel spin. Fire at the switches above the fountains to douse the flames that match the fountain's tile colors. If you run out of firepower, climb the wall above the switch to collect a gem. After you extinguish all flames, a door to the next area will open.



Down the flames with water from color-matching fountains. As you extinguish the flames, the carousel will spin faster.

OCEAN FORCE POINT TEMPLE—BLOCK PUZZLE

The final puzzle in your last visit to Ocean Force Point Temple is a more complex variation of the original sliding block puzzle. You must hit the sides of the block in the pit to make the block slide into its target area without hitting the side of the pit. Start with your back to the closed door, fire at the block to make it slide, then move clockwise around the corner of the pit and fire at the block again. Move around the pit in a counter-clockwise pattern and fire at the block every time you round a corner. Five more hits will put the block into its target area. After you have solved the puzzle, a Rocket Pad will appear in the room, giving you access to the upper ledges. Follow the path to the SpellStone's resting place.



Start with your back to the closed portal, hit the block, move around the corner to your left and hit the block again.



After the first two hits, move around the pit to the right and hit the block five more times. Once it's in place, you'll have access to the upper ledges.

TIPS

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2004**
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PlayStation®2



XBOX



▼ PUBLIC INFORMATION BUILDING: PART 2

ADMINISTRATION AREA

The next stage takes you through an office full of people. If your crosshairs are red, you're pointing at an enemy. If they're white, you're pointing at a civilian. Shoot the enemies only.

ENTER THE MARKETING DEPARTMENT



Your friend Tingers will open doors as you move through the area. At the first door, you'll find a group of people singing karaoke and take not the enemies in the next room. Once the door opens, go down the hallway and take a grenade into the conference room. When you reach a window-lined hallway, turn right and enter the storage room before the flying gunship swoops you down.

BONUS: DISABLE THE TURRET WITH AN OBJECTIVE CHARGE



When you enter a room full of office cubicles, use the NSG-8 to blast the door open and then plant an objective charge on the turret. (Tingers is there when you enter the room—you'll need to blast his halo.) After you clear a path, use the A Button to plant an explosive charge on the turret.

▼ PUBLIC INFORMATION BUILDING: PART 3

PROPAGANDA STUDIOS

Clear the staircase as you climb, watching out for grenades from above. You may want to switch to pistols on the stairs—the blowback from the NSG-8 can cause serious damage. After the stairs, wait for the gunship to explode before you continue.

BONUS: DESTROY THE CONTROL ROOM

BONUS: DISRUPT SOPOT'S BROADCAST



As you continue up the staircase, fire the NSG-8 through the glass windows on the right-hand side. Eliminate all the enemies in the hallway (watch for a few that blast explosive in the wall and come after you), then make your way to a large computer room. Shoot all the green monitors to complete another bonus objective.

BONUS: DESTROY SOPOT'S ARCHIVES



The next room contains a number of soldiers, as well as Sopot's media archive. The soldiers are pretty tough cookies, so hit them with the NSG-8 instead of smaller weaponry. Once you've vanquished the soldiers, toss a few grenades around the room to destroy the archive and complete another bonus objective.

BONUS: FIND THE FAST WAY OUT



After you enter a room with two author desks, use the NSG-8 to blast the ends of the walkway and send it crashing to the floor. (You may need to fire more than two shots.) Once the fallen walkway is in the air, go through the door at the far end.

▼ PUBLIC INFORMATION BUILDING: PART 4

IN THE RAIN

After you blast the television station, Sopot will flee to the roof. Head for the rooftop and chase him down—but watch out for soldiers and circling gunships.

BONUS: DISABLE THE RADAR CONTROL CONSOLE



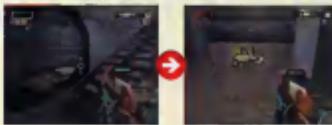
After you climb a small set of stairs, look for an extra dish. Before you reach the dish, go through a door on the left-hand side. Eliminate all the enemies in the hallway (watch for a few that blast explosive in the wall and come after you), then make your way to a large computer room. Shoot all the green monitors to complete another bonus objective.

▼ PUBLIC INFORMATION BUILDING: PART 5

TO THE ROOFTOP

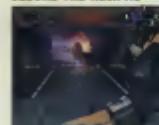
You won't be able to take out Sopot, but you will be able to put a serious dent in his gunship fleet. Before you take on the final boss—a massive armored flying machine—pick up a new weapon, the W.A.S.P.

BONUS: FIND THE BONUS WEAPON



When you enter a room with a metal staircase inside, use explosives to blast a hole in the wall at the stairs' base. Go through the hole and climb a ladder to reach the W.A.S.P. and give yourself a fighting chance during the final boss fight.

SECURE THE HELIPAD



The last gunship is more powerful than previous ones. Stand in the doorway and fire a couple of shots with the W.A.S.P., then duck behind the structure to get a good return fire. You'll need to switch weapons until the boss explodes into a thousand pieces. If you run out of W.A.S.P. ammo, go back to the room where you got the gun and grab more.

▼ SHRIKE'S WILD RIDE: PART 1

SEARCH AND DESTROY

The next mission takes place in the city. You must man the weapons chair of a gunship while Shrike flies you around the city. You have unlimited ammunition in the level, so feel free to hold down the triggers when you're in trouble.



Some of the areas contain unoccupied gunship wreckage. Make sure that your target is set to "destroy" so you're not hitting the hull of a friendly gunship. You can also fire rockets with the Rutton Rockete. Do a lot of damage, but they take a few seconds to reload.

▼ SHRIKE'S WILD RIDE: PART 2

AIRBORNE ENCOUNTERS

After you clear out the bad eggs from the office, a squad of gunships will attack you. If you're quick and accurate, you can also complete a couple of bonus objectives during the ride.

EVADE AND DESTROY GUNSHIP PATROLS



Lock on to a single gunship with the Z Button and fire a rocket, then use your machine gun to finish it off while the rocket hits. (Gunships approach both from the front and from behind, so look in all directions when flying.)

BONUS: DESTROY THE GUNSHIP REFUELING STATION



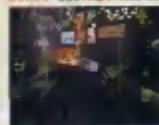
After you fly past a skybridge, Shrike will circle a building and hover in front of a gunship refueling station. (You'll know you're there when you see a large red star on the side of the building.) Blast four blue storage tanks (there are two on either side of the station) to complete the objective.

▼ SHRIKE'S WILD RIDE: PART 3

BROTHERS IN ARMS

Your Red Faction brethren are engaged in a running gun battle with Sopot's forces. Swoop down and help them out to complete a few more bonus objectives.

BONUS: DESTROY THE MILITARY CONVOY



After an initial battle with Sopot's men, you'll fly over a large stretch of highway. Blast the military convoy on the road (it consists of tractor trailers and a few green army vehicles). You'll only have a short time to shoot everything before Sopot's forces will be on a new mission.

BONUS: AID RED FACTION TROOPS IN THE STREETS



Right after you destroy the convoy, you'll pop up a building and see three vehicles in the street. One is a red van, and the other two are white army units. Shoot the two white vehicles with your rocket launcher—there are two of them. Avoid shooting the van (it'll self-destruct).

BONUS: DESTROY THE BATTLE ARMOR

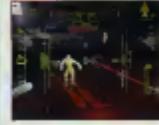


BONUS: DEFEND THE RED FACTION OUTPOST



The battle armor is a large robotic soldier surrounded by army vehicles. Blast the battle armor with your rocket and machine guns, then turn your attention to the rest of Sopot's goons. Blast everything that's linked to the Red Faction to defend the outpost successfully.

BONUS: PROTECT RED FACTION FROM THE PROCESSED



To complete the final objective, wait for Shrike to fly very close to the ground, then open fire on the yellow-clad Sopot army. You don't have to shoot every one to complete the objective, but the more you shoot, the faster Shrike will crash-land and leave you on your own.

▼ FIGHT THE POWER!

THREE DOWN, EIGHT TO GO

Sopot's tyranny must be stopped! The will of the people is supreme. The machinery of capitalism is oiled by the blood of the weakest. Whatever slogan you like, Red Faction II brings enough firepower and freedom-fighting to keep your palms sweating for a long while. ☺

LOST KINGDOMS II

EPIC CENTER

SPECIAL REVIEW

The sequel to 2002's best-selling GCN RPG is coming! Activision and From Software have gone all out to make *Lost Kingdoms II* a truly fantastic experience.

Lost Kingdoms was a breath of fresh air for gaming fans the world over, and *Lost Kingdoms II* is no different. Seamlessly combining elements of the RPG, action, collection and card-battling genres, the title is one of the most ambitious to appear on the Nintendo GameCube in some time. Pull up a seat at the table and ante up your amazement—*Lost Kingdoms II* is one card game that never makes you decide whether to hold 'em or fold 'em.



© 2003 Activision

Historically Speaking

The first *Lost Kingdoms* game put you in the shoes of Katali, a princess in the land of Augwyn. Thanks to the power of her magical cards and a precious item called the Runestone, Katali was able to unite her kingdom's warring factions and bring peace to a fractured land. *Lost Kingdoms II* takes place 200 years after the first game and features a new heroine named Tira Grimface. Like Katali, she is a Runestone-wielder and card master, but unlike Katali, her past is shrouded in mystery.



Katali's home has grown in the centuries since the first game, and reminders of the beloved queen are everywhere.



Merchants are still willing to give you rare cards in exchange for red talismans. This time, the shopkeep is named Javit.



Play Your Cards

The heart and soul of *Lost Kingdoms II* is the staggering array of cards. There are more than 200 different ones in the game, and each brings forth a different type of monster that you can use in battle. As you play, both Tira and the cards will earn experience points. Tira's EP grants her increased health and magic points, while the cards' EP lets Tira copy or upgrade them in the local card shop.



The card shop is where the action is—you can buy and sell cards, upgrade experienced cards to more powerful ones or degenerate ones if you have more than one copy in your deck.



Upgrading is a great way to procure rare and extremely powerful cards. Think carefully, however—once you upgrade a card, the old one will disappear.

Variety Is the Spice of Life

There are five card types: Weapons, Summons, Independent, Helper and Transform. The Transform and Helper cards are new to *Lost Kingdoms II*, and they allow Tira to transform into a

creature for a short period of time or boost certain stats. Transform cards also enable Tira to reach secret areas by jumping over obstacles, breaking down walls or flying over gaps.



Transform-type cards are some of the most powerful in your inventory. They give Tira the ability to become a Hell Hound, a Stone Behemoth, a Werewolf and more.



Independent-type cards run around the battlefield on their own, attacking enemies as they go. Helper-type cards can increase your stats while Tira is play and also lay traps for the enemy.



Weapon-type cards attack in whatever direction Tira is facing and can be used multiple times. Summon-type are one-use powerhouses that deliver massive attacks.

Worlds of Wonder

Lost Kingdoms II comprises over 25 different areas. Each time you visit an area, you'll have the freedom to wander wherever you want and attack or run from enemies as you see fit. There is also much more to see and do in each area than in the first game, including lots of hidden side quests, secret areas and special treasures that you can reach only by destroying items or using a certain Transform-type card.



Some levels involve multiple quests or require you to work with a partner. Others are simply a matter of moving from one end of an area to the other.



When you gain new Transform-type cards, you can often return to an area and access new items or secrets.

Battle On

All battles take place in real time. Since there can't attack enemies directly, she is dependent on the cards in her deck. You can have up to 30 cards in a deck at one time. (That may not seem like a lot, but it's usually more than enough to clear an area with a few left over, as long as your battle strategy is sound.) Unlike in the first game, battles are not confined to small spaces—Tara can run around an enemy while the cards do your dirty work, or even toss a few cards at one enemy and then run across the battlefield to chuck new cards at a different foe. In another new twist, you can revisit an area after completing it the first time and then keep coming back as often as you want. Finally, the capture throw from Lost Kingdoms has been replaced with a special Capture Card. If you deliver the finishing blow with such a card, you can turn the affected monster into a card and add it to your deck.



LK II's Summons-type cards have multiple attacks, giving you more ways to dispatch a foe. Summon abilities are quite impressive.



Some of the cards will look familiar if you played the first title, but there are plenty of new ones—including some really far-out creatures!



The battlefield action gets fast and furious when multiple cards are flying at you. Luckily, the game zips along without a host of slowdowns.



Each card and monster has its own elemental type. If you attack with the right elemental, you can do more damage.

The Fell Beasts

Since nearly every monster can be turned into a card, some of your best weapons are also your fiercest enemies. Monsters can be anything from the familiar (such as Skeletons and Hobgoblins) to the bizarre and frightening (Dark Trolls and even Death itself). Finding new monsters and their cards is one of the most enjoyable parts of the game.



Aerobic fighters add a new element to the game. Robots have very high defensive stats and no elemental weaknesses.



Even a real world creature like an elephant can become a fantastic attack in the world of Lost Kingdoms II.



Some of the monsters, especially the boss characters, are scary huge. You need a strong deck and plenty of guts to take them down.

Friend or Foe

Lost Kingdoms II has a great multiplayer mode in which you and a friend battle to see who is the master of the cards. If you have a saved game file, you can upload your deck from story mode and attack with your favorite cards (only your deck is uploaded, not your personal stats). If you and your opponent are both newcomers to the game, or if one player doesn't have a save file, you can play with a rental deck that the computer chooses.



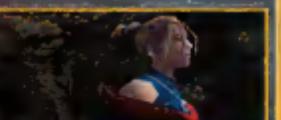
There are several battle arenas in multiplayer mode, including some that you'll recognize from the story portion of the game.

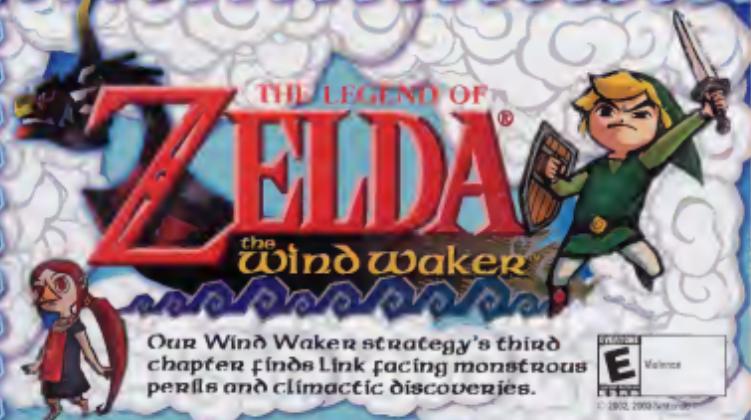


You and your friend can choose to wager cards on the outcome of the game—wager 10 all. Each combatant must have a save file if you want to make a wager.

Lost No More

It's almost unfair to create a magazine article about a game like Lost Kingdoms II because still screen shots don't do justice to its beauty. The designers have made a lot of intelligent and helpful changes since the first title, and gamers everywhere owe it to themselves to take a look. This May is Lost Kingdom II's time to shine! ☺





Our Wind Waker strategy's third chapter finds Link facing monstrous perils and climactic discoveries.



E3 2002, 2003, Nintendo

BEFORE YOU SAIL

When last month's strategy cover age ended, you'd placed the three pendants. Make sure you've placed them before sailing.

Enter the Tower of the Gods

Learn the Command Melody

Get the Heron Bow & Retest Golden

Enter Hyrule Castle

Get the Master Sword

Learn the Wind of Ages from Cyclops

Enter the Forsaken Fortress

Defeat Phaedra's Golem

Pass Aryll & Defeat the Revali King

Get item upgrades at Fairy Fountains

Get the Power Bracelets

Get the Iron Boots

Learn the Earth God's Lyric

Touch Medli the Earth God's Lyric

Enter the Earth Temple with Medli

TOWER OF THE GODS

Reaching the tower's top is a perplexing puzzle and a true test of Link's courage. On the first floor, use the sail to move through the water, or cruise with R and the Control Stick. Use the water's rise and fall to reach submerged doors and stairways.



1 TIMELY RISE AND FALL

The central chamber is completely flooded—not to worry though—the King of Red Lions will guide you. You'll have to raise or lower the water level to access some rooms.

2 CRACKED WALLS HIDE THE MAP

Get to the central chamber's lowest-right corner and enter the door when the water is at its lowest level. Bomb through the cracked stone walls to find a treasure and the dungeon map. Stand on the wooden boxes and toss bombs at the cracked walls or place a bomb on the ledge near a cracked wall.



3 PLUT THE STATUE IN ITS PLACE

After you get the map, return to the central chamber and sail to the upper-right corner. Hop onto the platform when the water is at its highest level. Pick up the statue and drop it on the octagon-shaped tile to open the door.



4 UNDERWATER BRIDGE SWITCH

Jump into the pit when the water drains and place the large box on the pink float switch. Each time the water drains, an illuminated bridge will appear over the pit. Pick up the blue pedestal and cross the bridge to exit the room. Place the pedestal in the blue hole beneath the pillars to unlock a metal gate.



5 SWIM WITH THE TIDE

Swim through the middle-right passage to a platform with two statues on it. You can reach the platform only when the water is high—time your dive carefully. Place each statue on an octagon-shaped tile to open the door.

6 BUILD A BOX BRIDGE

While the water is drained, arrange four boxes (one box length apart) in a straight line. When the water rises, light the Boko Stick and use your makeshift bridge to cross to the other side without drowning your hero. Fire the two unit torches to reveal a chest with a small key inside.



7 BOMBS REVEAL THE WAY

Hop on your boat and sail to the central chamber's left wall. Look for cracks in the wall and use your bomb canon to blast through the weak spots.

8 BLOW THE BOUNCING BUBBLES

Swim over the bombed central chamber when the water rises. Dive the stairs and grab a Boko Stick. Light the Boko Stick and fire the two unit torches when the water lowers to hit a chest appear. Enter the upper door and use your Deku Leaf to defeat the Red Bubble to get the compass.



9 RED PEDESTAL

Use a small key to open the locked floor four. Defeat all the 300 Chuchus with your boomerang and sword to make a luminous doorway appear. Pick up the red pedestal and exit the room when the water is at its highest level. Place the pedestal in the red hole beneath the pillars to reveal a door behind the waterfall.



TOWER OF THE GODS MAP



10 BOMB THE BEAM

Sail to the central chamber's middle staircase and enter the door that looks like a mouth. Throw a bomb at the beam-starting statue to destroy it, then place a small torch by the door and place them on the octagon-shaped tiles.



11 RISE OF THE LIFTS

After you place the two statues on the octagon-shaped tiles, stand on the third tile to activate three moving lifts. Leap from lift to lift to ascend to the second floor—don't fall! At the top, jump off the last lift and enter the door.



12 THE GOD STATUES' CHAMBER



A diamond-shaped chamber connects to the second floor's three branches. Around the golden shrine, statues and ancient designs honor three gods. To activate the three moving lifts, you must move the three statues to their pedestals in the chamber to proceed. Go through the lower door. Walk through the door immediately to the right of the door through which you entered the chamber.

13 RIDING HIGH

A blue and gold platform moves slowly across the ocean. Jump onto the platform when it passes close and ride it to the right side. Look out for wading Gold Chuchas when you step on a platform.

14 FOLLOW THE HERO

Walk across the illuminated platform to the other side of the room. Read the winds recorded on the blue tablets that area R to roll out to the statue. Guide the statue along the path below the raised platform then pick it up and step to the door. Carry the statue across the lift to the statue chamber.



Command Melody

Guide the first statue back to its pedestal in the statue chamber—a pedestal with a new song etched in its surface will appear next to these three pedestals. Use the Wind Waker to learn the Command Melody.

15 THE WESTERN BRANCH

After the first statue is in place, enter the second floor's western branch. Fan the Rusty Beak with your Deku Leaf to eliminate them. Look above you to see two Grappling Hook targets. Use your Grappling Hook to swing across the chamber and enter the western door.



16 COMMAND MELODY MANEUVERS

Enter the room where the second statue is working like your trusty Grappling Hook to swing across the large pit. Stand before the statue and press R to roll out to it. Stand on the glowing floor tile to make an illuminated bridge appear. Use the Wind Waker to play the Command Melody and take control of the god statue to move across the bridge to safety. Press R again and grapple across the pit. Pick up the statue and exit the room.



17 BE RIGHT BACK!

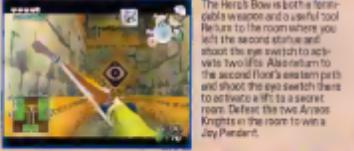
Like a charm between you and the statue chamber hinders you from guiding the second statue to the right place. Pick up the statue and place it on the glowing floor tile near the door you just walked through to unlock the soother room. Use the Grappling Hook to smash the door, and enter it.

18 KEEPER OF THE HERO'S BOW



A ferocious Dekuut is guarding the Hero's Bow and won't let you take it without a fight. Press R to lock on to the eye and tap A when the A button icon flashes on your screen to quarry the arrow. If the Dekuut is too far away, don't bother to make its armor fall easy; just attack its vulnerable body with your sword! Defeat the Dekuut to earn the Hero's Bow.

19 AIM FOR JOY



The Hero's Bow is both a ferocious weapon and a useful tool. Return to the room where you found the Hero's Bow and shoot the eye switch to activate two lifts. Also return to the second floor's eastern path and shoot the eye switch there to activate a lift to a secret room. Defeat the two Armors. Knock on the room to wake the Joy Pendant.

20 STRIKE A BALANCE

After you've returned the second statue to the statue chamber, the third and final door will unlock. Enter the northern branch and defeat the two Koopas. Use the statues near the door as counterweights on the large scale. One statue weighs 1000, so two statues will hold down a platform.

21 TREASURE BEHIND THE CRACKS



Drop a statue onto the scale's left platform and jump onto it. Face the cracked wall and throw a bomb at it to open a secret room. Play the Wild Rupees on the circular blue tile to awaken the two Armored Knights and make a chest appear! Defeat the two and collect the Treasure Chest.

22 EYE-SWITCH ARCHERY

Return to the room with the scale in it and walk through the eastern door. Defeat the Riled Bubbles with your sword, then ride the moving platforms up. Shoot the eye switches with your bow to activate more platforms. Collect the small key and the Joy Pendant in the chest before you exit the room.

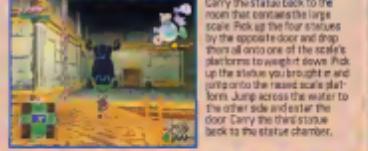


23 STATUE COMMANDER LINK

Enter the second floor's northernmost room to find the third statue. Climb onto the block in the room's center and use the Deku Leaf to steer over the lasers. Stand near the statue and play the Command Melody to take control of it. Move the statue onto the glowing floor to deactivate the lasers. Take control of Link and carry the statue out of the room.



24 COMPLETING THE TRIAD



Carry the statue back to the room that contains the large scale. Place the statue on the opposite end and jump onto it to the platform to weight down. Pick up the statue you brought and jump onto the raised scale platform. Jump across the gap to the statue on the floor and enter the door. Carry the third statue back to the statue chamber.

25 BAG THE BIG KEY

After you've returned the three statues to the statue chamber, a pillar of light will appear in the northern corner. Step into the pillar to be transported to the 10th Floor. Place the two statues on the glowing tiles to dismiss the barrier. Collect the Big Key from the chest and defeat the Armors to unlock the door.

26 BEAMS AND TALONS

A winding, narrow staircase between the rooms of the dungeon boss. Red and blue beams and statues and Kengrocks guard the stairs. Press R to target the Kengrocks when they dive at you and hit them with your boomerang. Move ever around the red statues and destroy the blue ones with your bow.



Gohdan NP

Gohdan is the Tower of the Gods' ancient guardian and your final test. Press L to target Gohdan's hands, and shoot arrows at the eyes in its palms. After both hands fall, Gohdan will open its eyes. Target Gohdan's eyes and shoot them with arrows. While Gohdan's head descends, throw a bomb into its mouth. Repeat the process until you prevail. After your victory, ring the bell atop the tower with your Grappling Hook.



After you hit Gohdan's eyes with arrows, its head will fall to the floor. Dash toward the head and throw a bomb into its mouth before the head rises again. Watch out for Gohdan's mouth as it will try to sweep you into the ground with one of its words you between its palms.

THE LOST KINGDOM OF HYRULE

You've passed the Tower of the Gods' trials and proven your courage. A magical passage appears—it reaches to Hyrule, the kingdom of legends. Ever since Ganondorf's defeat more than a century ago, Hyrule has been frozen in time—the gods sealed it beyond reach beneath the sea. Until now that is. Enter Hyrule Castle and solve the Triforce puzzle at the base of the Link statue. Push the three triangular blocks onto the light-colored triangular tiles. Enter the basement, retrieve the Master Sword and break the gods' magical seal on Hyrule.



After you claim the Master Sword, the magical seal over Hyrule will break. The mummies that were once frozen in time will awaken in the castle. Use the Master Sword to defeat the King of the Mummies. You must defeat every enemy to deactivate the blue barrier that blocks the castle entrance.



The Ballad of Gales

Walk to E4 or F3 to find Zephos's wayward brother, Cycles, riding in a giant cyclops. Approach Cycles and shoot his three arms with your bow. Impressed with your skill, Cycles will teach you the Ballad of Delfin, a valuable traveling song.

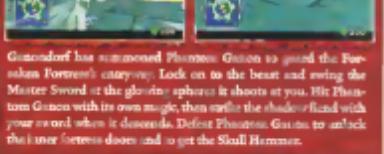
FORSAKEN FORTRESS

At last, you can wield the Master Sword—the only weapon that can defend Ganondorf. It's time to save Aryll. Hop on the King of Red Lions and return to the surface. Sail northwest from the Tower of the Gods to reach the Forsaken Fortress. Ganondorf will anticipate your arrival and have some pals waiting to greet you—prepare to battle for your little sister's freedom.

FEARLESS ENTRY



On your first visit to the Forsaken Fortress, you must be sneaky. You'll need to sneak past a group of not-so-friendly enemies. Sail up to the fortress's large wooden door—avoid the cameras and search the ground for the key while you do. Then sail into the fortress.



Ganondorf has summoned Phantom Ganon to guard the Forsaken Fortress's entryway. Lock on to the beast and swing the Master Sword at the glowing spheres it shoots at you. Hit Phantom Ganon with its own magic, then strike the shadowy fiend with your sword when it descends. Defeat Phantom Ganon to unlock the inner fortress doors and to get the Skull Hammer.

Phantom Ganon

FORTRESS Revisited

A few things have changed inside the Forsaken Fortress. The fortress layout is the same, but you can no longer bite the rats with bait, and there are many more Moblin guards and new thorax traps. The Skull Hammer and Deku Leaf really come in handy.



PAYBACK TIME

Use the Skull Hammer to smash the thorny barriers that block many of the fortress's doors. You can now defeat the enemies that you'd be forced to skip on your first visit. Grab any treasure that you missed last time and take out the spotlights again. Watch out for the PlearMaster—it will throw you in jail.



Free Aryll

Climb to the top of the Forsaken Fortress and use the Skull Hammer on the switch to open the door. Enter the large room to find Aryll, Maggie and Mida locked up in a small cage. Use the Skull Hammer to hit the switch and unlock their cage. The pirates will appear to whisk the girls to safety. You must defeat the Helmaroc King so they can make their escape.



FORSAKEN FORTRESS

TOWER 14



TOWER 20



Helmaroc King



The Helmaroc King will chase you up the stairs. Avoid the enemies on the stairs and keep running upward—the stairs will collapse behind you. (If while running to pass more stairs, at the tower's top, dodge the Helmaroc King and hit its mask with the Skull Hammer when it lands.)



GREAT FAIRY GIFTS

Since the beginning of time the Great Fairies have offered aid and advice to those who fight to rid the world of evil and darkness. After you learn the Ballad of Gales, visiting the many Fairy Fountains will be simple. Use the Ballad of Gales to track Mother & Child Isles in section 1a. The Fairy Queen lives on the island and will bestow you with Fire Arrows and Ice Arrows. Visit the other Great Fairies to increase your bomb-, arrow- and Rupee-carrying capacity and your magical ability.



FIRE & ICE ARROWS

The Fairy Queen infuses your arrows with fire and ice. Fire Arrows can melt the coldest ice and Ice Arrows can extinguish any flames. To use the magical arrows, equip your hero's bow and press R to cycle between regular arrows, Fire Arrows and Ice Arrows.



CARRY MORE BOMBS

You can upgrade your bomb-carrying capacity (up to bombs and 99 bombs) at two locations—Eastern Fairy Island in section C3 and Southern Fairy Island in section C7. (Visit them in either order.) Use bombs or Fire Arrows to remove the boards and the boulder that block the two Fairy Fountains.



Upgrade Link's Rupee Bag

Visit the Great Fairy of section A3 (Northern Fairy Island) to upgrade Link's Rupee bag to 5,000+ Rupee capacity. The Great Fairy in Outer Islands' Fairy Fountain will give you your first Rupee bag upgrade (1,000+ Rupee capacity).



Collect Two More Bottles

Empty Bottle Number 2

You can obtain your second empty bottle in section E8. Look for a barrel under a rock in a forest. Enter the barrels and defeat the Reptiles and Shield Reptiles inside to earn an empty bottle.



Empty Bottle Number 3

Your third empty bottle is the easiest one to obtain. Visit Reet's house in section C2 and buy an empty bottle from Reet. Reet needs a resevoirable 500 Rupees.

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FIRE MOUNTAIN

After you receive the Fire Arrows and Ice Arrows from the Fury Queen, set sail for Fire Mountain in section C6. Shoot an Ice Arrow into the lava that spouts from Fire Mountain's peak to cool off the island and is a five-minute timer. Climb to the volcano's peak and jump down the hole. Defeat the enemies inside and get the Power Bracelets before time runs out.



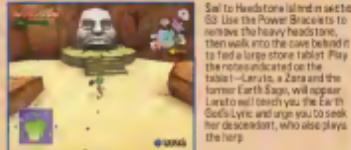
ICE RING ISLE

After you have the Fire Arrows and Ice Arrows, you'll also want to visit Ice Ring Isle (it doesn't matter which island you visit first). Shoot a Fire Arrow into the stone dragon's mouth to melt the ice. Use the Fire Arrows also to melt ice around treasures. Hop from iceberg to iceberg and drop into the ice cavern. Defeat the enemies inside and get the Iron Boots before your time is up!



THE EARTH GOD'S LYRIC

THE SAGE OF HEADSTONE ISLAND



SEEK THE EARTH SAGE'S DESCENDANT

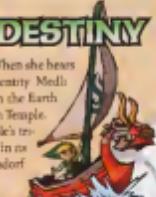


Ganondorf might have defeated Link's Earth Sage, but the blade you've won through the one who plays a similar role. Depart from Headstone Island and sail to Dragon's Roast Island. Walk through the Rita village and exit on the second floor to appear outside. Use your Grappling Hook to reach Medli on the right-hand cliff.



AWAKEN MEDLI'S DESTINY

Use the Wind Waker to teach Medli the Earth God's Lyric. When she hears the familiar tune, Medli will have a revelation about her identity. Medli will accept the heavy responsibility placed upon her through the Earth Sage's bloodstream and urgently ask you to take her to the Earth Temple. Sail to Headstone Island with Medli to face the Earth Temple's trials together. The Master Sword is useless against Ganondorf in its current state. Race to restore the sword's power before Ganondorf grows stronger!

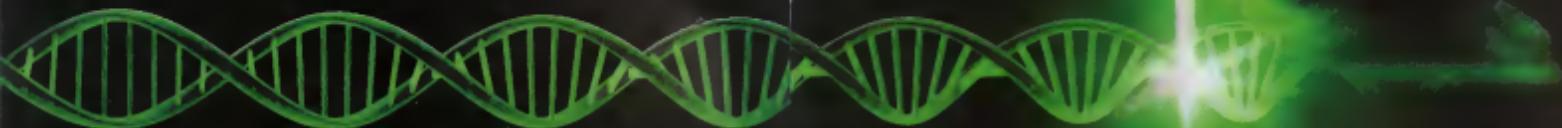


Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, **The Hulk**, battle The Leader - a terrifying villain intent on unleashing a relentless army of gamma creatures on the world.

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Mission 3: Phoenix Tower

Sneak into Drake's corporate HQ and infect its computers with the Q-Worm monitoring program.

Don't shake or stir the quiet status quo at the Phoenix Tower. On the first level, you'll use stealth and stunning gadgets to sneak past guards. Only when you reach the

upper level, which is packed with gun-toting criminals, can you unholster your gun. Once on the roof, you'll face an all-out battle to keep you from escaping.

1. Remain undetected.
2. Install Q-Worm on the office computer systems.
3. Find the door to the outer balcony.
4. Retrieve Nightfire data from the terminal room.
5. Install Q-Worm on Mayhew's computer.
6. Escape to the roof.
7. Acquire the parachute.

1. REMAIN UNDETECTED



You must sneak through the first floor without using a tool or force. Use the Keychain Scanner when possible. Cross over Pen-Dent areas for when it's difficult to sneak past. Don't hesitate to use the stealth, such as in the large square hall. Both weapons' effects are temporary—act quickly.

2. INSTALL Q-WORM ON COMPUTERS



You'll need to infiltrate two computer rooms and slip over Q-Worm into terminals to gain full business control. Guards that you must face to reach the computers will soon work. You'll need to wait for the Q-Worm to take effect. Slip the disk in then keep moving.

3. FIND THE DOOR TO THE BALCONY



In the second computer room, you'll need to reach the corner cabinet to reach a vent. Shoot your Q-Snatch Laser at the vent until its garter netts. Check who the suspect is and use it to search for Mayhew. What you find is a secret door, before you drop off the hallway—then start here.

4. RETRIEVE NIGHTFIRE DATA



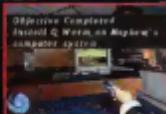
When you reach the upper floor, use the Q-Duck to back into the control panel that's set into the wall next to the glass door. You'll need to open the panel and then enter a chamber that holds the data. Don't touch the water that borders the room, or you'll be electrocuted.

BOND BONUS



Stay in the lounge chamber's lounge. You'll see two events. You'll quickly break into the room and Bond/Bruce can appear near the ceiling. You can use fingerpicks on the second floor, as this is the stage of action that you'll need to complete early in the level.

5. INSTALL Q-WORM



Objective Completed:
Install Q-Worm on Mayhew's computer system.

On the upper floor, you'll need to break into Mayhew's office. After you gain the second floor, return to the main hallway to collect more items. They'll emerge from a Powerdry locked door. After you eliminate them, enter Mayhew's office and use the Q-Worm to download the program into the computer.

6. ESCAPE TO THE ROOF



Backtrack to the area where you first entered the upper floor. Another previously locked door, will open, spilling them into the hallway. Use the Fireman's Axe to wipe out each with only two well-aimed shots—sharper work than doing the job with a pistol.

7. ACQUIRE THE PARACHUTE



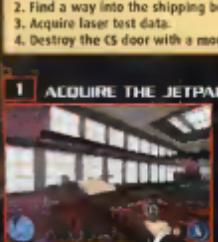
Cross the rooftop to the side, where one door will open to reveal a secret and a control panel. Kick into the control panel using your Q-Duck—it will open the gate leading to the helipad, where the parachute is.

Mission 4: Power Station

Drake is decommissioning a nuclear plant—or so he says. Break in and discover the truth.

Drake's company supposedly works to create a greener earth and is decommissioning a power plant to make the environment safer. You'll need to infiltrate the plant, where scientific misdeeds are in the works. Use face-to-face attacks only when necessary—use the sniper rifle to take out forces from a distance.

1. ACQUIRE THE JETPACK TEST DATA



Your objective point is on the uppermost floor of a warehouse. Snag a portal, if so stay on the move if the guards see you. The jetpack test data is on the second floor, in a white chunk of machinery. So it's a full armor power up and the report rifle—gear up then head out the door on the bottom level.

1. ACQUIRE THE JETPACK TEST DATA

3. ACQUIRE LASER TEST DATA



In the shipping building, pick up the excess and knock power-ups on the upper level of the building, then knock out the nearby patrols on the floor. After they're gone, head down to the main floor, shooting patrols that emerge. You'll find the laser test data in the back of the building.

4. DESTROY THE CS DOOR



The laser is situated on a walkway above the test data. Before you take control of the laser, collect the nearby Full Armor Jacket. Activate the timer to deactivate the laser, then use the weapons of soldiers that run toward you on the floor. Once they're destroyed, use the laser on the massive door.

2. FIND A WAY INTO SHIPPING



In the test open area, use the sniper rifle to eliminate all patrols. Then use the Cell-Phone Grapple to reach a hook on one floor. After you reach the elevated spot, grab onto the railing on the left side. From there, jump onto the covered ledge, then hop onto the nearby wall to find a secret ledge.



In the second open area, clear the area of its patrols and snipers. Conserve sniper ammo in the open area to dispatch snipers in the second area. After you've cleared all the snipers, use the Cell-Phone Grapple to reach the crane. Climb its neck to reach a ledge and a door that leads inside the building.

BOND BONUS



Before you finish your covert run through the shipping building, walk the left ledge above the corridor door marked with the red glow. You'll find a Bond Bonus hidden there. It's a Conning Tower, which means it'll take you a long time, as you'll need the extra points to get past the level.

Too Smart for His Own Good

Drake's ultimate goal is just as insane on the GBA as it was on the GCN, and Bond will track the debauch master to exotic corners of the planet—and beyond—in five more missions with apocalyptic stakes. Best of luck, boy. ☺



Relive the fond memories of your NES days with full e-Reader versions of Clu Clu Land, Donkey Kong 3 and GOLF.



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The third NES e-Reader card series features Clu Clu Land, Donkey Kong 3 and GOLF-e. Each game consists of five cards that you load onto your e-Reader. It's probably been

awhile since you've played these NES classic titles, or maybe it's your first time—we've got you covered either way with all the must-know tips.

CLU CLU LAND



Originally released for the NES in 1985, Clu Clu Land is a fast-paced action game that will test your reflexes.



Find Gold Bars



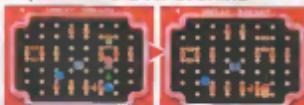
The gold bars that are hidden in each stage form a pattern. Run over a gold bar by moving up and down or side to side to uncover it.

Grab and Swing



Bubbles move across the screen through each stage by pulsing onto a temporary swing or cord them to change direction! Hold A and press the Control Pad to the direction you want to go and then let it in a Black Hole.

Squash the Sea Urchins



Press B while facing a sea urchin to squash it. While your toe is stumped, jump over it and then push it into a wall to squash it.

Rubber Traps



Rubber traps appear in some stages. When you hit a rubber trap, you'll spring backward—go around traps to collect every gold bar.

DONKEY KONG 3



Donkey Kong 3 stormed the NES in 1986. Protect your greenhouses from the angry ape and his insect army!



Jump & Spray



Focus your attacks on Donkey Kong when possible. Jump and spray the big ape to make him retreat up the vines.

Squash the Flies with Spray Can



The power spray can is more potent than the spray can. Only the power spray can kill health off. Squash the snake for good. The power spray can will also make Donkey Kong retreat faster than the spray can will.

Creepy Crawlers



Creepies are tough-skinned critters—you must use the power spray can to defeat them. A normal spray can will stan them.

Queen Buzzbee's Stingers



The Queen Buzzbee is the toughest in the bee colony. When you defeat a Queen Buzzbee, she will shoot a stinger in four directions. Hit a Queen Buzzbee twice with your spray can, then quickly get out of the way or she'll sting you into submission.

Stinger Bombs



When a small Buzzbee stings one of your plants, it will drop stinger bombs. Spray the stinger bombs and destroy them.

Spray Upward



Dispose of enemies before they can reach you. Creepies will climb down the palm fronds—spray upward on them as they descend.

Donkey Kong's Creepy Guards



Three Creepies will climb along the vines below Donkey Kong in some stages. If you spray the vines with spray can, the Creepies will block any clear shots at Donkey Kong. Wait for the Creepies to pass, then jump and spray Donkey Kong.

Avoid the Buzzbees



Buzzbees (blue) are the fastest in the bee colony—they zip from side to side, trying to collide with Stanley (the main character). Jump over or drop under the Buzzbees when they fly near you. Spray the Buzzbees from below if you're feeling brave.

Brave the Swarm



Each stage is a little tougher than the one before it. Defeat enemies quickly, or you'll find yourself swarmed with nowhere to go!



Golf debuted on the NES in 1985 and was the first golf game to appear on a Nintendo game system.



Aim and Swing 4/6



Press the Control Pad to swing the direction your golfer is facing (indicated by a white arrow). Press A three times each turn—once to start, once to backswing, again to start your backswing and start your downswing—and then press the button when the green is visible.

Straight Shot



Press A to stop the swing meter arrow on the white line to hit a straight shot. If you're off, the ball will slice right or hook left.

1st Hole (Par 4)



You will automatically have the appropriate club for each shot. Use a 7W and am north for the first shot. Use a 9W and am north for the second shot, then putt to sink the ball.

2nd Hole (Par 4)



The second hole features the first water hazard. Use a 7W and am north northeast for the first shot. Use a 9W and am north-northwest for the second shot. Putt to make par.

3rd Hole (Par 3)



The third hole is easy if you land a solid first shot. Use a 3W and am north-northwest for the first shot—let your ball to the green. Putt the ball into the hole to get a birdie.

4th Hole (Par 4)



It's easy to get stuck in the trees on the fourth hole if you aren't careful! Use a 7W and am north-northwest for the first shot. Use a 9W and am north-northwest for the second shot and am north-northwest. Sink the putt for another birdie.

5th Hole (Par 5)



Use a 7W and am north-northwest on the first shot. Use a 3W and am north-north-northwest for the second shot. Use a 9W and am east for the third shot. Drag the putt to sink it.

6th Hole (Par 4)



You'll be penalized one shot if your ball falls into any hazard. Use a 7W and am north for the first shot. Use a 9W and am north-northwest for the second shot. Use a 9W and am east for the third shot. Drag the putt to sink it.

7th Hole (Par 4)



A narrow river runs through the seventh hole, and bushes surround the flag. Use a 3W and am north for the first shot. Use a 7W and am north-north-northwest for the second shot. Use a 9W and am north-north-northwest for the third shot. Use a 9W and am north-north-northwest for the fourth shot.

8th Hole (Par 5)



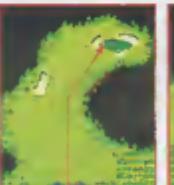
Watch out for all the trees on the eighth. Use a 3W and am north for the first shot. Use a 9W and am north-north-northwest for the second shot. Use a 9W and am north-north-northwest for the third shot. Use a 9W and am north-north-northwest for the fourth shot. Use a 9W and am north-north-northwest for the fifth shot.

9th Hole (Par 3)



Shoot your ball across the sea on the ninth. Use a 3W and am north-north-northwest for the first shot. Use a PW and am north-north-northwest for the second shot. Sink the putt for the par.

10th Hole (Par 4)



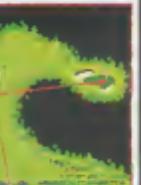
Use a 7W and am north for the first shot. Use a 9W and am north-north-northwest for the second shot. Putt the third shot. Sink the putt for the par.

11th Hole (Par 3)



It looks intimidating, but a skilled golfer can make a hole-in-one in a birds. Use a PW and am north to land the ball on the green with your first shot. Putt the ball into the hole to make an eagle.

12th Hole (Par 4)



Bruise hole 12 is tight corner with two long holes. Use a 7W and am north for the first shot. Use a PW and am east-north-northwest for the second shot. Putt the ball to finish the hole.

13th Hole (Par 5)



Send your ball soaring from island to island. Use a 9W and am north-north-northwest for the first shot. Use a PW and am north-north-northwest for the second shot. Use a 9W and am west-north-northwest for the third shot, then putt.

14th Hole (Par 3)



A 90-degree angle is the answer to hole 14. Use a 4W on the first shot and am north-northwest to land your ball on the green. Putt the ball the rest of the way to sink it in the hole. Two shots are all it takes!

15th Hole (Par 4)



The 15th is more water hazard than land, so swing carefully! Use a 9W and am north-north-northwest for the first shot. Use a 4W and am north-north-northwest for the second shot. Putt the ball to land the third shot.

16th Hole (Par 4)



Use a PW and am north-north-northwest for the first shot. Use a 9W and am north-north-northwest for the second shot. Putt the ball to land the green. Putt the ball to complete the hole.



NES-E EXPERIENCE

Each NES e-Reader card set in the third series consists of five cards. You get all five when you purchase a title for \$4.95 (\$5.99 in Canada). Look for Gba, Clu Land-e, Donkey Kong 3-e and Golf-in stores after April 21st and disc-cover—or relive—three NES classics on your GBA or GBA SP!



VOLUME 122 **PLAYER'S POLL SWEEPSTAKES**

FILL THIS OUT TO ENTER!

NAME
 (please print your name on the mailing label)

Item Date

A. How old are you?
 1 Under 6 2 6-9 3 10-12 4 13-15 5 17-24 6 25 or older
 B. Sex
 1 Male 2 Female

C. What is your favorite strategy game this month?

- 1 Golden Sun: The Lost Age
- 2 Army Men: Sarge's War
- 3 Warcraft
- 4 Red Faction II
- 5 The Legend of Zelda: The Wind Waker
- 6 James Bond 007: Nightfire
- 7 Pokémon Ruby and Sapphire Versions
- 8 Yu-Gi-Oh!

D. What is your favorite special feature article this month?

- 1 Guitars, Axes & Swords Galore
- 2 Tom Clancy's Splinter Cell preview
- 3 Lost Kingdoms II preview
- 4 The 2002 Nintendo Power Awards
- 5 e-Reader Special

E. Do you own a Nintendo GameCube?

- 1 Yes
- 2 No

F. Do you plan on purchasing a Game Boy Player?

- 1 Yes
- 2 No

G. How would you rate Nintendo's TV advertising?

- 1 Excellent
- 2 Fair
- 3 Poor

H. Which company's video game TV advertisements do you like best?

- 1 Nintendo GameCube
- 2 Sony PlayStation 2
- 3 Microsoft Xbox

I. Which of the following promotions would you most like to see in Nintendo Power?

- 1 Coupons for discounts on games for Nintendo GameCube and Game Boy Advance
- 2 Subscription discounts for Official Nintendo Player's Guides, T-Shirts and other Nintendo gear
- 3 A demo disk of upcoming GCN games
- 4 Free access to special information sites on Nintendo.com

J. How many of your friends subscribe to Nintendo Power?

- 1 None
- 2 One
- 3 Two
- 4 Three or more

K. Do you prefer to read game strategies online or in a magazine?

- 1 Online
- 2 Magazine

L. What is your primary source of gaming information?

- 1 Nintendo Power
- 2 Other magazines
- 3 Friends
- 4 TV advertisements
- 5 Nintendo.com
- 6 Other websites

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Catch up on the classified Order Form among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.

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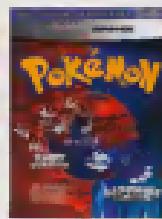
Credit Card Number Expiration Date

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DON'T MISS OUT!

Back issues of Nintendo Power and Official Nintendo Player's Guides have all the gaming information and strategies that you won't want to miss, and it's all straight from the source.



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2002

NINTENDO POWER AWARDS

And the Winner Is...

... Metroid Prime in a landslide! Samus Aran claimed the number-one spot in all but one category in which her game was nominated—but there were plenty of surprises as well!



Best Overall Game

Metroid Prime

Metroid Prime smashed the competition like a missile hitting a frozen Space Pirate, gaining nearly 4,000 more votes than the second- and third-place finishers, Animal



Runners-Up:
2. Animal Crossing
3. Super Mario Sunshine



Best Game — Nintendo GameCube

Metroid Prime

Once again Samus dominated, winning both the magazine and online voters' hearts. Retro Studios deserves a huge round of applause from gamers everywhere.



Runners-Up:
1. Mario Kart: Double Dash
2. Animal Crossing
3. Super Mario Sunshine



Online Category:
1. Metroid Prime
2. Animal Crossing
3. Star Fox Adventures

Best Graphics — GCN

Metroid Prime

From the depths of space to the blue beauty of an ice cavern, Metroid Prime's art direction and graphical presentation put it head and shoulders above the competition.



Runners-Up:
1. Metroid Prime
2. The Legend of Zelda: The Two Towers
3. Resident Evil 4



Online Category:
1. Metroid Prime
2. The Legend of Zelda: The Two Towers
3. Resident Evil 4

Best Game — Game Boy Advance

The Legend of Zelda: A Link to the Past/Four Swords

Magazine and online voters split this award, but the numbers were tight in both polls. Sonic Advance was a surprise number three in the magazine results.



Runners-Up:
2. Metroid Prime
3. Sonic Advance

Best Graphics — GBA

Metroid Fusion

Princess little sister took the award for Best Graphics, although the voting was close. At one point, the online vote was actually in a dead heat with Four Swords!



Runners-Up:
1. The Legend of Zelda: A Link to the Past/Four Swords
2. The Legend of Zelda: The Two Towers



Online Category:
1. The Legend of Zelda: A Link to the Past/Four Swords
2. The Legend of Zelda: The Two Towers

Metroid Fusion



Runners-Up:
2. The Legend of Zelda: A Link to the Past/Four Swords
3. The Legend of Zelda: The Two Towers



Best Racing Game

Need for Speed: Hot Pursuit 2



You feel the need... the Need for Speed. Cops and chases helped this racing spectacular roar off with the top prize.



- 1. Burnout
- 2. Burnout
- 3. City Damage

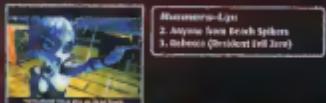
Biggest Heartthrob

Online Category

Krystal (Star Fox Adventures)



Krystal may be a fox, but she's also a 100% according to our love-truck readers.



- 1. Burnout
- 2. Anyone from Beach Bums
- 3. Inferno (Resident Evil Zero)

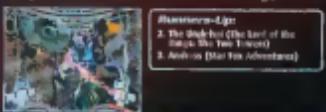
Ugliest Character

Online Category

The Omega Pirate (Metroid Prime)



No question—the Omega Pirate is 10 pounds of ugly in a five-pound suit. Well, sorta like TONS of ugly.



- 1. The Shy Guy (The Land of the Lost: The Two Worlds)
- 2. Jaws (Star Fox Adventures)

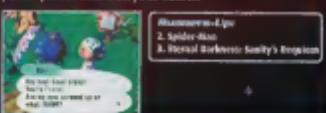
Best In-Game Text/Dialogue

Online Category

Animal Crossing



Animal Crossing's unique band of villagers spouted jibber-jabber that won your hearts.



- 1. Spider-Man
- 2. Royal Darkwing Duck's Rags

Best RPG

Animal Crossing



It's not a traditional RPG, but we put Animal Crossing in the category and it triumphed. Maybe turn-based battles will win the day at next year's awards.



- 1. Burnout
- 2. Phantasy Star Online Episodes 1 & 2
- 3. Luigi Kingdom

Best Remake

The Legend of Zelda: A Link to the Past/Four Swords



Four Swords is new, but the Link to the Past was a Super NES classic—and the GBA translation was flawless. Now if they'd just do the same with Earthbound...



- 1. Burnout
- 2. Resident Evil
- 3. Super Mario Collection

Best Multiplayer Mode

Mario Party 4



We're considering renaming this award "The Mario Party" since the franchise wins every time it's nominated. It even beat out the GCA's first online title.



- 1. Burnout
- 2. The Legend of Zelda: A Link to the Past/Four Swords
- 3. Phantasy Star Online Episodes 1 & 2



Best Replay Value

Animal Crossing



How long can you play Animal Crossing? Forever! It's that kind of endless fun that kept the crossing crowd coming back for more... and more... and more...



- 1. Burnout
- 2. Super Mario Sunshine
- 3. Luigi's Mansion



Most Innovative

Animal Crossing



Who knew that pulling weeds and cleaning up your room would be fun? Just don't tell your parents or roommates, or they might want you to do it all the time.



- 1. Burnout
- 2. Super Mario Sunshine
- 3. Fox's Staff (Star Fox Adventures)



Best New Weapon/Item

Phazon Beam (Metroid Prime)



It's too bad you get the Phazon Beam only for the end battle of Metroid Prime, because the awesome blue blaster lays down the law like no one's business.



- 1. Burnout
- 2. Super Mario Sunshine
- 3. Fox's Staff (Star Fox Adventures)

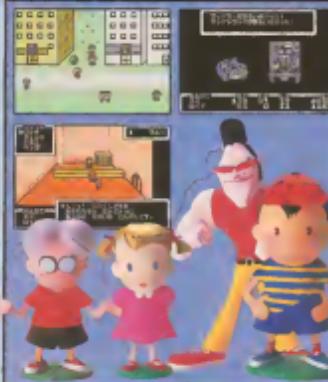
EPIC CENTER

Fans of the quirky Super NES RPG *EarthBound* are among the most dedicated in the video game world, and they're sure to be doing cartwheels and handstands over the latest Epic News out of Japan. We also have a detailed Epic Review of a new GBA RPG—*Lufia: The Ruins of Lore*.

EPIC NEWS

MOTHER 1+2

MOTHER 1 Mother 1—the game that started it all—has finally been released in the United States.



MOTHER 2 Mother 2 was called *EarthBound* and when it was released on the Super NES.



EPIC TACTICS

Lufia: The *Ruins of Lore* is the latest in a long line of *Lufia* titles. Like previous games in the series, the new *Lufia* sports a complex battle system, dozens of side quests and a very sense of humor if you've never played a *Lufia* game, use our exclusive coverage to get a taste of the action.



THE ADVENTURE BEGINS

Lufia begins when a pair of young men named Eldin and Torma set out to get their hunter's licenses. Their actions will draw them into a molevolent plot far beyond anything they could have imagined—and the day was starting out so well.



YE OLDE EQUIPMENT SHOPPE

Before you start the game or get your license, purchase some supplies at the local store.

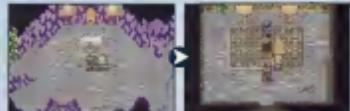


Yours: You can buy weapons, like Hammers, that are ideal for Eldin, or armor for both characters and about 10 pieces. You can also find items by searching around town.



Quest 1 GET A HUNTER'S LICENSE

Before you can capture and train monsters, you'll need a hunter's license, which you'll get after a battle in a cave. The cave is underneath the town plaza and is pretty difficult for an animal dungeon. Since you have no healing magic, you must rely on potions to restore your hit points.



When you find a stone, place it in the strange-looking rock to open a clear. If you fall in battle, the remaining character must go to church to restore his partner's life. Churches are also the only place where you can save your game.

ENGAGING THE ENEMY

Yours: You'll be fighting to protect the town of Ocarizan—located to the right and when to win—although you must be nimble and clever.



Groups: Groups appear as single monsters in the overworld. When you kill a group, the monster will also take a step. Attack monsters from the back or sides to launch surprise first strikes. To damage the direction that you're facing without taking in any, hold down the L button while pressing the Control Pad.

Quest 2 ALONG CAME A SPIDER KING

After you get a hunter's license, you must go to the town of Ocarizan—near large spider webs block the way. Walk through the overworld until you find a cave, then enter and slay the Spider King inside to remove the webs. The battle will be easier if you have captured a monster beforehand.



CAPTURING MONSTERS

You won't get far in Lufia if you don't have monsters to pull you out. A loyal monster will fight for you and also serve as a distraction in tough battles.

Disc-o Inferno



You can use discs to catch monsters. There are big ones that can catch a stack and you'll have a Cross Disc to catch a monster inside a cage, for example.

Are You Tough Enough?



You can catch a monster only if you have a higher experience level than it does; when you do, you'll get a disc. If you run out of discs, you can buy more at the large shopping center in Gruberik.

Quest 4 HOT LAVA!

Your next stop is the Merv Volcano—a hot and dangerous place filled with fire-spewing creatures. Tornik won't be with you in the volcano, so capture a monster before entering the area.



One of the volcano rooms contains a collapsing rock path. Defeat all the enemies in the room to reveal the exit.

Quest 3A SWEET PIRATE BOOTY

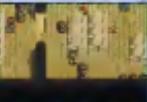
When you arrive in Gruberik, go to the northwest corner and try to enter the Ancient Cave. When guards stop you, return to town and set a pirate robe girl named Rubius. Chase after the pirate until he leads you to a ship, then return to town and speak to the girl. Agree to help her, then go back to the ship to grab a couple of items.



The pirate is wary, but you can follow his tracks easily enough—he won't go near buildings or hide around corners. When he boards the ship, return to the inn.



Rubius will ask you to find two items. Go back to the pirate ship with items in tow and stand at the location shown in the above shot to board the boat.



Snork around the boat (don't let any pirates see you until you find the treasure). The treasure has already been set, so you're the one who gets the shard.

THE ANCIENT CAVE

The Ancient Cave is the last盗贼 hideout of Gruberik. That's just an advantage to enter the cave, it's a great place to gain experience quickly and to find rare and powerful items, weapons and armor. If you're struggling with Lufia, spend some time in the Ancient Cave before you return to the main quest.



Only certain monster can enter the Ancient Cave, and he can only do so—choose them carefully. If you perish while inside the cave, you'll lose all of your items.



The Ancient Cave contains many Rubius. Once you've cleared it, you can start down on your next level. The next level is a random level, which means it will be different every time.



Be sure to save all your items, your most valuable treasure is the ancient sword which is unique or an item level called Providence. Once you find Providence, press Select to use it.

TRAINING MONSTERS

Once you have a monster you can teach it skills, help it evolve or even merge with it to create a super-sizing creature on the battlefield. The shopping center in Gruberik is your one-stop monster-training emporium.

Leveling Up



Weak monsters (or those with low levels) will often run away during battles—which means any experience points they would have earned. Try to fight weak enemies in a safe area, or if you're in a few levels, then take them back to the shopping center to teach them skills.

The Battle Loyal



The longer you spend with a monster, the more level it will become. Each member of your party can capture a monster, but only those with right of use can.

Quest 5 THE KARNACK GIRLS

When you enter Karnack, you'll find the town in a panic because a monster has been kidnapping all the young women. Stock up on supplies, then leave Karnack the way you came in. Rubius will find a blind woman who'll help. She'll eventually lead you to her pm mentor. Defeat her to free the girls, then head to the Tower of Guidance.



Quest 6 THE TOWER OF GUIDANCE

The Tower of Guidance is a misleading name—sure, it's a tower, but it's so confusing and vague that it offers no guidance at all. It's also full of many enemies, so bring along a lot of potions and keep your eye on your hit-point meter at all times. You won't want to run back to a church after climbing all the way up the tower.



Some stone blocks in the tower are made of strong stone. When you break them, they will appear as gibberish to the other party members.



Your newest party member, Rina, has the ability to start fire. Use the little pyro magic borders throughout the tower and activate bridges.



One notes has a pool where you can stand on it. When you do, it'll catch fire. When you do the first one, a pair of strong mages will attack. If you push the right-hand blocks out, you can trap the beasts and avoid a fight.

APPRENTICESHIPS

There are three different apprenticeships (Rabbit, thief, etc.), and any character can train with any class. You must become an apprentice to the desired class to begin learning the skills.



Talk to the teachers inside Belmont's shopping center. Belmont is a natural flighter, but make sure that you have a permit in the party—priests learn healing spells right off the bat.



When you enter a room with a wooden floor, step onto the middle section, then snap one square left or right and snap back onto the middle section. You'll fall through the floor and into the next area.



At the top of the tower, use the Moon Stone and the Gold Shard together in the shop menu, then rotate the shield one turn clockwise and translate the Moon Stone by pressing the Start Button. When you can read the words "When the Door is Opened," place the Moon Stone in the bottom left slot, then stand in the middle of the floor. A lighting bolt will hit Belmont trigger an experience scene.

Monster Teaches Monster



If you attack some enemies, they will be stored in the shopping center. You can teach one enemy's ability to another monster to give it new skills and powers. Once a monster teaches a skill, it will forget forever. A monster can learn up to eight skills, but only three can be active. So be sure to find the best ways to change a creature's action skills.

INSTALLING MONSTERS

Monsters have a number of uses in battle. Though you can't control which attack they use, you can merge with them to create a super fighter—a process called installing. You must evolve your monster or level one level before it will install with you. Use fruit to make your monster evolve.



You will get different creatures each time you install with a different monster. There are hundreds of creatures in the game, so the possibilities are nearly endless.

Quest 7 MOUNT RUBIE

You need to cross the frozen wastelands of Mount Rubie to reach the next area, but deadly snowfalls and dangerous foes will try to impede your journey. Remember that creatures are weak against opposite-elemental weapons. Since you're in the land of ice and snow, try attacking things with fire-based weaponry and magic.



If you want to track the Fireball skill, go back to the Morn Volcano and catch a mutant.



You may occasionally fall into a deep snow drift—try the Central Pad to escape.



Halfway up the mountain, a bird will take Hobbit. It seems bird kidnappings are a running theme in recent video games.



You'll need to climb the ice walls to reach the mountain top. Look for white headbands on the blue background (they can be tough to find) then press Up to use them. Tomahawk will also come in handy.



Use your strongest attacks on the thieving bird today. Low Again, fire attacks work well.



Quest 8A WHAT'S THAT, BOY? IT'S TIMMY? IN THE OLD WELL?

After you cross the mountain, you'll go to Rubia's hometown and speak with the village elders. They will tell things over for a bit then send you on a mission to find Hobbit. These aren't the friendly Baggins type of Hobbits, however—Lufia Hobbit are grumpy creatures that enjoy dark, damp places and moldy cheese. Go to the Old Well near Gruberik (talk to an alchemist at the entrance) and search through it for the elusive critters. When you first climb into the well, move a pot to find the main entrance.



The monsters in the well have very high damage stats, as well as status-altering attacks like Poison. They're great monsters if you want to ready your loyal monsters new skills, but ineffective in battle.



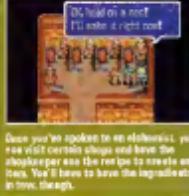
Any time you step into a moving current, it will sweep you to a calmer section of water.

ALCHEMISTS

Alchemists are a strange breed—they like to disguise themselves as children, old ladies and even animals. When you find an alchemist, he will teach you how to make a special item.



All you need is... and I'll...



Once you've spoken to an alchemist, you can visit certain shops and have the alchemist teach you the recipe to create an item. You'll have to have the ingredients in there, though.



After you rescue a friendly creature named Bas, he will join your party. Bas's special skill is breaking barrels, cracked walls and skulls with his mighty hammer.



When you find a lever, stand next to it and press A to show the current and gain access to a different area.

Quest 8B HOBBITS HATE HUMANS!

Well, we warned you—Lufia Hobbit aren't very nice. After you speak to their leader and tell him your story, however, he will agree to let you pass and then open the shops for your purchasing pleasure. After you leave the Hobbit village, make for the end of the cave by following Bas's directions.



Hey, if you were three feet tall and lived in a slimy well, I would have anger management issues, too.



When you find a room with purple enemies and more weeds, take out the foes to open a new door.



Near the end of the well, you'll find a room with arrows pointing in a circle. Place pots in the center of the arrows.



Dirt blocks the well's exit. Use Bas's smash skill to move the dirt and drop a ladder.



The boss of the well is a giant snake-turtle mutation that will summon creatures to help it. Eliminate the helper creatures ASAP, then release attacks on the boss. If Elde knows Chance Hit, use it every turn! When you leave the well, push a box out of the way to enter Drakirk.

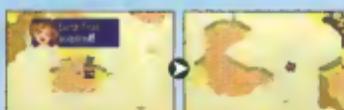


Quest 9 DOWN THE ROAD

You will leave your party when you exit Gruberik. (We know... just get out. Dumb foxes.) Afterward, take a detour to the pleasure Meadow Road—which contains monsters that like to put you to sleep. If you have a priest in the party, make sure he or she knows the Awake spell.



A barrel blocks Meadow Road. Since Bas has left, you'll have to wade through the tall grass. V-shaped indentations in the grass indicate where you can pass.



There are a few treasures in the grass, including that and a Short Sword. If you get stuck, you probably missed a turn in the grass. Any time you reach a small black mark, try walking in all four directions. Sometimes you will have to move a step past the mark before you'll be able to continue.



After you exit the grass, you must place pots on small, yellow switches. Use Elde's knife to cut the weeds and gain access to the switches.



After you exit the grass, you must place pots on small, yellow switches. Use Elde's knife to cut the weeds and gain access to the switches.

MULTIPLAYER MADNESS

Elde: The Riddle of Lore has a very fun multiplayer mode. In addition to trading items and monsters, you can also join up with a friend and explore the Ancient Cave together. There are many more treasures in the cave when you play along with two people.



You need two Game Pads to play. Each player will be able to see the action, but only the player who operates a console will know what treasure was inside. Talk to each other as you go!



IF YOU MADE IT THIS FAR . . .

... there's still plenty of action to go! Lufia: The Ruins of Lore is a huge monster of a game, and even the Epic Center editions found parts of it very challenging. The secret to success is to spend time in the Ancient Cave, so if you're ever having trouble, try a little spelunking to name your spines.

Pokémon Pokémon

RUBY
VERSION

SAPPHIRE
VERSION

ESRB
E
©2002 Pokémon. ©1999-2002 Norsoma/
Gamefreak, Inc. KAMEI/PK4K Inc.

Two Gym Badges down, six to go—but your quest to be the best will falter after you stumble into a turf war between two elementally opposed teams. Part three of our walk-through helps you brave the hostile environments and seismic events that lead up to the ugly free-for-all.



BIGGER, BETTER, FASTER & TOUGHER

Team Magma and Team Aqua hold opposing ideas about the environment—and you'll soon be drawn into their eco-skirmishes. Your Pokémons team and your battle prowess will help you become king of the mountain in the conflict—back up by heading up Route 110, where wild Pokémons, Trainers and the Trick House await discovery.

FAST TRACK BACK TO SLATEPORT CITY

Pokémon Ruby and Sapphire Versions offer many reasons to backtrack, from rendezvousing with important characters to acquiring hard-to-get items. The Seaside Cycling Road offers a quicker way to traverse Route 110 to Slateport City, but you can use it only after you've gotten the Aero Bike or Mach Bike in Mauville City.



Since you can't walk on COLD, RIDE the Seaside Road!

Route 110 Pokémons Trainers	
Polka Dot Hatched	Phoebe (L13) / Mewtwo (L13) / L15
Dragonair Trainer	Priscilla (L12) / Electrike (L12) / L14 / Aron (L12) / L18
Darktype Eevee	Leanne (L14) / L16 / L18
People's Lawyer	Alex (L12) / L16
Refrigerator Baby	Tentacool (L12) / L12 (L2) / Wailmer (L12) / L15 / L18



TO EVOLVE OR NOT TO EVOLVE?

When your starting Pokémon gains the experience to evolve, its stage will make a quantum leap and it will learn a move that its unevolved form can't. However, the unevolved form will learn two moves of its own in time. Cancel the change by pressing B.



WILD EXCLUSIVES: POKÉMON RUBY AND SAPPHIRE VERSIONS

The only way to catch all Pokémons is to trade for them that don't appear in the version you're playing. You'll have lots of trade leverage since your version contains our own exclusive Pokémons. Below are the exclusives on the western side of Hoenn— even more are on the eastern side.



THE TRICK HOUSE: OCTUPLE YOUR PLEASURE, OCTUPLE YOUR FUN

It's a riddle wrapped in a mystery in an enigma and housed in a tiny dwelling. When you first enter the Trick House, the Trick Master will already have a maze created for you. If you navigate its puzzling structure and defeat the characters inside, you'll earn a great prize. Return each time you get a badge. The Trick Master will have a new challenge for you.



First Visit



The first Trick House is pretty simple. Use the Cut move to hack through the sticky vines that block passage and tackle your way to the north porch east. You'll win a Rare Candy for your trouble.

Second Visit



Return after you earn the Dynamic Badge. The house redesign will feature floor traps and Trainers with higher-level Pokémons. If you beat the house, you'll win the Timer Ball...

Third Visit



Return after you have the Heart Badge to find another radical redesign. After you use Rock Smash to make your way through the rats of Trainers, you'll win the Hard Stone...

Finding You Rival and the Itemfinder



Mr. Mime's Prison	
Mukkip	Wishim (L11) / Rattata (L11) / Rattata (L16)
Tortoise	Marill (L12) / Marill (L18) / Marill (L19) / Marill (L21) / Marill (L22) / Marill (L23)
Throo	Wishim (L11) / Wishim (L18) / Wishim (L19) / Wishim (L20) / Wishim (L21) / Wishim (L22) / Wishim (L23) / Wishim (L24)
Shoo	You should a little better!

When you first make your way north on Route 110, you'll bump into your friendly rival, who will test your battle strength. Your rival's team will vary depending on which Pokémons you choose to be your first. If you triumph, you'll acquire the Itemfinder.

Berry Quick Side Trip



Before you head too far along Route 110, make a short detour on Route 103 toward the four Chen Berries and two Loppi Berries there. You'll need them to make the berries—just your Pokémons had them.

Route 103 Pokémons Trainers

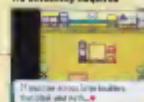
Route 103 Pokémons Trainers	
Acacia Gusty Baby	Priscilla (L12) / L16
Twinkie Baby and Lir	Phoebe (L12) / Mewtwo (L12) / Mewtwo (L18)
Priscilla Baby	Priscilla (L12) / L16
Refrigerator Andrew	Tentacool (L12) / L12 (L2) / Wailmer (L12) / L15 / Magikarp (L12)



MAUVILLE POWER PLAY

Mauville City stands at a minor crossroads, and you won't get far without Rock Smash—the HM will open new horizons. You can easily get the HM, but you'll need to defeat Mauville's Gym Leader to get the badge that lets you command the HM's rock-smashing power outside of battle.

No Smashing Required



Acquiring HM 04, Rock Smash, is a simple task. Just head to the southeast corner of Mauville City, and speak with the man inside. He'll give you HM 04 and explain that it works wonders—both clearing pathways and crushing out Pokéman that sometimes hide in rocks.

Psychic Research with Molly



As you travel, Wally's developing his psychic powers, and he's the key to the Gym. He and his friend, Molly, are the leaders of the Pokéman Gym. After you beat her, he'll move out of your way.

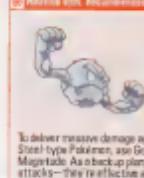
BTW: Trainer Molly's Pokéman
Rate: EXP +15

Short Out the Local Gym Circuit



Wittson and his Trainer use Electric and Steel-type Pokéman, but one Trainer uses Metalite, which throws a wrench into any battle. After you beat Wittson, he'll give you TM 34 (Shock Wave) and the Dynamic Badge.

Mauville Gym: Recommended Pokéman for Battling Wolverine



To deliver massive damage against Wittson's Electric and Steel-type Pokéman, use Groudon's Ground-type attack, Magnitude. As a backup plan, use Moltres' Fighting-type attacks—they're not fazed against Steel-types.

MAUVILLE CITY GAME CORNER



You can play slots and roulette at the Mauville City Game Corner if you have Cash. If you hit the jackpot, you might earn a free Egg or TM 20 and Secret Battle tickets that entitle you to sell them. Head to the Game Corner in Saffron City with the first door to the Game Corner to get her cash.



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SWARTH THE TEAM'S GEOLOGICAL SCHEME

Fallboro Town doesn't hold a Pokéman Gym. But it does contain clues to massive mischief in the works—Team Magno and Team Aqua are preparing to burn onto the scene in the worst of ways.

Someone's PC Gets an Upgrade



Level 10 upgraded the PC system in time for the start of your Haan quest. Meet Larlette at the Fallboro Pokéman Center. After you meet, visit her at her house on Route 14 to get a gift.

Less than Stellar News about Cappy



Enter Professor Caruso's house in Fallboro to discover that the last member of the nearby Metalic Falls' weirdly suspicious crew has moved. His last team had stuck up before you hit the road in search of the absentee.

Two TM's to Assist Spelunking



Along Route 114, which leads to Metalic Falls, speak to two people to get TM's that will help you with your spelunking quest. In the Fossil Museum, speak to the entrance brother to get TM 28 (Dig), which will return your team to the overworld when they've used it a certain number of times. The nearby Poochyena-taming team will give you TM 05 (Flail), which will chase off wild Pokémons during battles—and there are lots of wild critters in Metalic Falls.

Two Teams and a Trainer in the Middle



After you enter Metalic Falls, you'll encounter Team Magno or Team Aqua discussing with Professor Caruso their plans for Metalic Falls they discovered. The opposing team will break in mid-speak off the scheming team, leaving you to learn more about the conflict.

METEOR HILLS



Taking Sides in an Incendiary Summit



Along Mt. Chimney, Team Magno and Team Aqua are at each other's throats with a Poochyena battle. Fight toward the constantly burning lava on the western ridge. After you defeat Grunt and an Admin, you'll battle the just-burnt-before lava on the lava's volcanic elevation to win the Magno.



FALLBORO TOWN POKÉMON MART

Arribito	100	Super Potion	700
Awakening	250	Super Revive	500
Brave	400	2. Attack	500
Brave Page	400	3. Attack	500
Great Seal	400	4. Special	500
Great Seal	700	5. Special	500
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Great Seal	700	69. Speed	500
Great Seal	700	70. Speed	500
Great Seal	700	71. Speed	500
Great Seal	700	72. Speed	500
Great Seal	700	73. Speed	500
Great Seal	700	74. Speed	500
Great Seal	700	75. Speed	500
Great Seal	700	76. Speed	500
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Great Seal	700	78. Speed	500
Great Seal	700	79. Speed	500
Great Seal	700	80. Speed	500
Great Seal	700	81. Speed	500
Great Seal	700	82. Speed	500
Great Seal	700	83. Speed	500
Great Seal	700	84. Speed	500
Great Seal	700	85. Speed	500
Great Seal	700	86. Speed	500
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Great Seal	700	88. Speed	500
Great Seal	700	89. Speed	500
Great Seal	700	90. Speed	500
Great Seal	700	91. Speed	500
Great Seal	700	92. Speed	500
Great Seal	700	93. Speed	500
Great Seal	700	94. Speed	500
Great Seal	700	95. Speed	500
Great Seal	700	96. Speed	500
Great Seal	700	97. Speed	500
Great Seal	700	98. Speed	500
Great Seal	700	99. Speed	500
Great Seal	700	100. Speed	500



JAGGED PASS POKÉMON TRAINERS

Wiley Egg	100	Normal	1,500
Wiley Egg	100	Water	1,500
Wiley Egg	100	Grass	1,500
Wiley Egg	100	Electric	1,500
Wiley Egg	100	Rock	1,500
Wiley Egg	100	Ground	1,500
Wiley Egg	100	Fairy	1,500
Wiley Egg	100	Ice	1,500
Wiley Egg	100	Dragon	1,500
Wiley Egg	100	Dark	1,500
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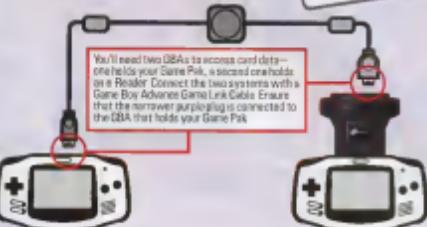
POKÉMON BATTLE-e CARDS: SCAN THE HORIZON FOR MYSTERY

Hoenn is huge, and you haven't even seen its eastern side in our walk-through yet. But there's a sign of even bigger things to come tucked inside your game box—a Pokémon Battle-e card. Gentleman Nils and Lady Astrid, included in Pokémon Ruby and Pokémon Sapphire respectively, are extremely experienced Trainers with Level-50 Pokémon. You can battle them if you have the right Nintendo gear and the inside track on who to talk to in Hoenn.

Speak the Secret Phrase in Pewting City



Head to the Pokémon Center in Pewting City to find them. They hold the secret to participating in Battle-e card events. He stands next to the PC. When he asks you what words you'd like to tell me, Mystery event is option #3. He'll then open a new Mystery Event option on the game's start menu. Restart your game to use the new option.



Use Connected Systems to Transfer Data to Your Game Park

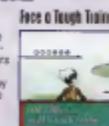


After you connect your GBAs, select Mystery Events on your Pokémon game's start menu. Scan the Battle-e card through your e-Reader. The Trainer will ask you to tell him a secret. You're in luck: he's on the GBA, thus holding the Reader. Push the A Button on the GBA that holds the Game Park to transfer the Trainer data (he'll instantly transport him or her) and save it on your Game Park.

Head to Mistletoe City for Battle



Enter the old man's house in Mistletoe City to meet Master Hauert. He'll be Trainers who've arrived via the Battle-e card system stay and train him. Speak to him to meet the winged Trainer for a battle.



After you select three Pokémons for battle, you'll face the Trainer. The card face reveals two of the Trainer's Pokémons. You'll see faces here to identify the third one.

MORE CONNECTIONS TO COME

Gentleman Nils might seem like a leisurely fellow with his bowler hat and cane, and Lady Astrid might appear to be a pushover in her petticoat, but they're at the top of their game. After you defeat them, you'll be strolling to scan on more top Trainers. They're on the way—keep an eye out for more Pokémon Battle-e cards coming soon!

FAMILY HISTORY, FUTURE GLORY

Your Trainer pilgrimage will lead backward before it heads onward. Your father, the revered Pewting City Gym Leader, refused to battle you until you earned four badges. If you can topple your pop, you'll discover a way to cross the ocean to eastern Hoenn, where you'll face the remaining Gym Leaders—and iconic threats that might unbalance the planet! ☺



BEAT HIM...
So you'd get free GYM BADGES.

mission:hoenn.com

The Crossing Guardian

Stay up-to-date at www.animal-crossing.com

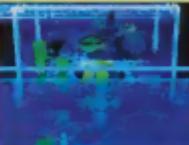


May



Mother Nature's Spring Fling Feeds Fish Collections

Fishmongers who've lost at the challenge of collecting all 40 aquatic critters might feel like they've been on the hook for the last few months. Where have the fish been? Where are the angelfish floating? Fishing fanatics know that it's about where and when to fish. Spring has sprung lots of fish out of hiding. So get out the old pole, sink your bobber in every splashy spot and start angling your way toward collection perfection!



Bogl, angel fish, bass of all sizes and even frogs—the museum wants spring fish, too!

Dialed Your Mom Lately?

You probably get a nosey from your mom at least once each month, but have you contacted her lately? If you haven't, look up Terri on May 12, 2003, to get a freebie Mother's Day phone. Don't tell him we sent you this way for the ultra-pink gift. Mum's the word!



Spring Fashions That Will Knock You Out

The spring fashion season is finally here! Ready to scratch up all the latest things at Tom's store? Prepare for a chic sucker punch—we snipped preview pics of the new spring fashions live as they hit the runway.



We love it. We love it not. We love it. We love it—do the Daisy Chain! This outfit has been designed for future fashionistas. Please accept our apologies for any inconvenience this may cause.



Be Me! That's what we say to the Lovley Shirt, full of the same old hearts! Who else gonna call?



The red jacket goes out of fashion. And the Off-Super-Poor still demands attention.



Ding ding, ding—red out! We didn't see red right fast. The new Daring Uniform!



We see a dog No, wait, a cat! No, it's a bit fat. The Cloudy Shirt has something for all.



Grrrr, meow, meow! There's a mouthful of good things to say about the Bounding Shirt!

Boo-tiful Homes & Gardens

Halloween is months away, but when you're in the spring-cleaning spirit, why not seek a little supernatural assistance? Whether you need a fresh coat of paint on your roof, new furniture for your pad or a dramatic de-weeding, Wiggie has the can-do 'tude for the job. Good luck finding the ghost, however. Wiggie is often (dearly) departed, but he'll reemerge drift through after midnight. Who else you gonna call?



Wig... doesn't run away, but it's rumored that you need a net to catch his help.

Do-It-Yourself Done Diabolically!

Somebody keep the fashion police distracted! We lose every stitch on sale at Tom's store this spring, but we're crazy about the unique fashions flaring up around the globe. We've seen designers create rule-breaking rays that'll never hang on Nook's racks—and we want them all!



S b a U I R m w # f w k Y
B h 6 6 q = L M s c t Y % 2

If you say the password shown above to Tom Nook, you'll receive a new gift that will make you feel 20 feet tall!

Let us know what you think of it!

EXPERIENCE THE WORLD'S MOST POPULAR TRADING CARD GAME ON YOUR GBA!

Yu-Gi-Oh! Worldwide Edition

Stairway to the Destined Duel™



©1998 Kazuki Takahashi, ©2000 Konami

Duel For Your Destiny

Konami's Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel brings the world's fastest-growing card game to the GBA. With more than 1,000 cards to collect, official duel tournament rules and all your favorite characters from the popular Yu-Gi-Oh! television series, Stairway to the Destined Duel is the most extensive card game for any handheld system.

Battle City

Battle City was formed to accommodate the rising popularity of the ancient Egyptian card game called Duel Monsters. Duels walk Battle City's streets in search of the next duelist to battle. A

Passengers



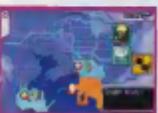
Passengers are as yellow as yellow dust on the Battle City map. Each day to talk to the passengers in Battle City—they'll provide hints and advice about dueling, plus engage you in idle conversation.

Card Duels



Duelists appear as white stars in the cards on the Battle City map. When someone in the city you're in can't be reached, you won't be able to tell who each duelist is. Blindly engage a duelist in battle once to reveal his or her card.

Duel Tournaments



Duel Tournaments appear only on Saturdays as a star card on the Battle City map. Participants in the Duel Tournaments to hone your skills and earn rare commemorative cards.



metin2dopew.com

Collect More Cards

The primary way duelist earn new cards in Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel is by winning card battles. Each time you are victorious in a card battle, you'll win a new

booster pack of cards. You can also collect new cards either by linking your game with a friend to trade cards or by entering a special password from the Yu-Gi-Oh! Trading Cards into your game.

Link and Trade Cards



So, your friend found a rare card that you're trying to get your hands on? If you've got a card that your friend wants, you can work out a fair trade—the trade is the easy part! Enter two cards with the appropriate code and select the card you want to trade from your trade. Select "Decide," then "Trade it now"—you'll be in business!

Use Special Passwords



You can gather additional cards by entering the 8-digit password displayed in the bottom-left corner of the Yu-Gi-Oh! Trading Card Game official game cards. You can use each password once in your game to get a card. Select "Password" and enter the number. Select "Get Card" to make the card appear in your trunk.

Know Your Cards

The keys to becoming an unbeatable duelist are simple—understand every card in your deck and create a balanced deck that contains a variety of cards. Each monster-card type has strengths and

Normal Monster Cards



Normal Monsters are the basic foundation of card battles. You can summon one Normal Monster during this Men Phase of a duel. If you summon a Normal Monster that is at level five or higher, you must first play one or two lower-level Normal Monsters as tribute. Keep more than level-four Normal Monsters in your deck than level-five or higher ones.

Fusion Monster Cards



Fusion Monster Cards are some of the most powerful monster cards, and they make up your Fusion Deck during a duel. To summon a Fusion Monster, you must have the appropriate Fusion Monsters in your deck. If you summon a Fusion Monster Card once a Fusion Monster Card is summoned, you play it the very way as you would a Normal Monster Card.

Ritual Monster Cards



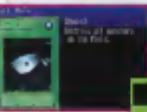
Ritual Monsters are very powerful and have special summoning requirements. To summon a Ritual Monster, you must have the Ritual Monster Card and its corresponding Ritual Magic Card in your hand. You also need enough Normal Monsters in your hand to meet the Ritual Monster Card's summoning tribute requirements.

Effect Monster Cards



You summon Effect Monsters and play their cards the same way as Normal Monsters. Effect Monsters have special effects—No-Continuous, Cost, Trigger and Multi-Trigger—that vary greatly from card to card. The cards explain the effects results.

Magic Cards



Magic Cards can do many things—from crippling your opponent's monsters to replenishing your own LP (Life Points). You can summon one Normal Card during your turn's Main Phase (Quick-Play Magic Cards are an exception). The six Magic Card types are Normal, Equal, Field, Quick-Play, Poly-creature and Ritual.

Trap Cards



Trap Cards summon a trap that strikes or counters your opponent. You play a Trap Card on your field any time after the beginning of your opponent's turn. There are two Trap Card types: Continuous and Counter. Trap Cards are destroyed after they are activated since they have a Continuous Effect card on them.

Magic & Trap Card Effect Identifiers



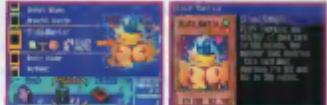
Tokens appear in the field's Monster Card slots to affect the attack or defense of a Magic-Card effect. You can set an Attack or Defense position for tokens. Players can attack tokens and destroy them after they disappear. You can also use tokens as tribute for summoning monsters.

Stack Your Deck

As you battle more duelists, you'll collect more and more cards. Update your deck each time you get new cards. You must have a minimum of 40 cards in your deck (excluding Fusion Cards),

and you can have a maximum of 60 cards. Having more cards is not always better—the more cards in your deck, the worse the odds are for drawing one specific card. Balance is the key.

Collect Level-Four Monsters



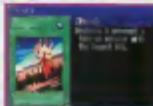
Focus on filling your deck with monsters of level one through four when you begin your duelist career. Level-Four monsters are the best choice because they are the strongest ones that do not require a tribute to summon. As you collect new monster cards, check their Defense and Attack to maximize your deck's power. More weaker cards to your trash as you acquire more powerful level-Four Monster Cards.

Maintain Your Deck



The changes you make to your deck are up to you—keep your deck well-balanced, though, or you'll end up losing to others. Make up the bulk of your deck with your strongest level-four monsters, a bunch of level-five-and-six monsters and a few for middle level-seven or -eight ones. Don't keep unnecessary cards in your deck—it's trash your deck often.

Magic Cards



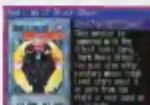
Magic Cards are extremely useful, but having too many can be crippling. Read the descriptions on each Magic Card to determine if it's useful for your deck. Magic Cards that destroy or heeding your opponent's monsters, boost your monsters or replenish your LP are always safe choices.

Level-Six Tributes



After you've filled your deck with strong level-four monsters, start focusing on balancing your deck with a few level-five and level-six monsters. Integrate only the strongest ones to your deck.

Special Summons



When you have Special Summon Mana Ring Ritual Monster and Fusion Monsoon Card in your deck, be sure to place in your deck the Magic Card required to perform the summon.

Effect Cards



Effect Monster Cards aren't the only cards that have an effect. Many Magic and Trap cards also have effects to them. (For example, when you activate a card (See page 105 for a list of the Magic and Trap Card effects.) You will sometimes have to discard from your hand or pay some LP to perform an effect.

Duel-Phase Flow

Duel duels proceed through six phases, which make up one turn. Each phase has its own rules, and the phases and phase rules are the same for single duels as for tournament duels. The

chart below offers a brief description of what you can do in each duel phase and how the phases flow during a turn.

Draw Phase
Draw 8 cards from the top of the Main Deck and add to your hand.

Standby
Follow any continuous instruction for Magic Cards or cards with effects that were activated on the field.

Main Phase 1
Set or array Monster, Magic and Trap Cards on the field. Set Monster Cards to Defense Attack.

Battle Phase
Attack your opponent with any face-up Monster Cards that you have placed during Main Phase 1.

Main Phase 2
Set and play Magic and Trap Cards. Summon a monster if none were summoned during Main Phase 1.

End Phase
Announce the end of your turn and discard from your hand if you hold more than six cards.

IF BATTLE PHASE IS SKIPPED

nintendopowervol.com

Rules of the Game

The Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel rules are identical to the official Yu-Gi-Oh! Trading Card Game rules. Each player takes a turn and follows each phase of

his or her turn. Within the Battle Phase, there are battle rules that influence attack, defense and damage inflicted.

When Your Opponent's Monster Is in Attack Position

Your ATK Points > Opponent's ATK Points

When your monster's ATK points are greater than those of your opponent's monster, your attack will destroy your opponent's monster. The difference in ATK points is subtracted from your opponent's Life Points.

Your ATK Points = Opponent's ATK Points

When your monster's ATK points equal those of your opponent's monster, both monsters will be destroyed. Since there is no difference in ATK points, your opponent's Life Points remain the same.

Your ATK Points < Opponent's ATK Points

When your monster's ATK points are less than those of your opponent's monster, your monster will be destroyed. The difference in ATK points is subtracted from your Life Points.

When Your Opponent's Monster Is in Defense Position

Your ATK Points > Opponent's DEF Points

When your monster's ATK points are greater than the DEF points of your opponent's monster, your attack will destroy your opponent's monster. The difference in ATK points is subtracted from your opponent's Life Points.

Your ATK Points = Opponent's DEF Points

When your monster's ATK points equal those of your opponent's monster, both monsters will be destroyed. Since there is no difference in ATK points, your opponent's Life Points remain the same.

Your ATK Points < Opponent's DEF Points

When your ATK points are less than the DEF points of your opponent's monster, your monster will take damage. The difference between your monster's ATK and your opponent's monster's DEF is subtracted from your Life Points.

When Your Opponent Has No Monsters

When you do not have any opposing monster on the field, you can attack your opponent directly with your monsters. Each duelist has 8,000 LP at the beginning of a duel. When a duelist's LP reaches zero, the opposing duelist wins.

Change of Heart

Change of Heart is a "semi-limited" card—you can have only two copies of a semi-limited card in your deck. Use Change of Heart to gain control of one of your opponent's monsters. Attach it to the controlled monster, or use it as a tribute to summon a stronger monster.



Chains

A chain occurs when duelists play two or more Magic or Trap Cards off each other in succession. Special rules apply when a chain is

activated. When both duelists are unable to add cards to the chain, the cards' effects play out beginning with the last card played.

Cards are stacked in the order effects are activated ►

Chain 1

The effect from the previously played Magic, Normal Trap or Effect Monster is triggered.

Chain 2

The opposing duelist activates a Quick-Play Magic or Trap Card to counter Chain 1.

Chain 3

A Counter Trap Card is played to counter Chain 2.

Chain 4

A Counter Trap Card is played to counter Chain 3.

► Cards are processed beginning with latest effect



Your Destiny Lies in the Cards

More duelists are flocking to Battle City. Keep an eye out for special events in Battle City, such as the delivery of the *Duelist Weekly* on Mondays and the *Tagger Week* competition. With the right deck and a little patience, you can become the next Duel King! ☺

Games Ahead!



You pLaY vIDEo gamEs
buT haVe YOU eVeR
tHouGht aBouT wHAt iT
tAkEs tO cREAtE oNe?

FiNd OuT tHiS
SUMMer aT
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Students learn the fundamentals of C/C++ programming, computer hardware theory and the essential elements that go into making a video game, including animation, sound, collision and artificial intelligence. Students then create their own games using an easy-to-use proprietary software tool, called ProjectFUN™ that lets you utilize complex programming functions, as well as modify key game components, without requiring an extensive programming background.

3D CoMPuTer AnimaTioN - LeVeLs 1 & 2

Providing basic skills for using 3D animation software is only the beginning for the 3D Animation Workshops. Students also study creative issues that 3D game artists must contend with, such as color theory, character design, animation, lighting techniques and camera composition. The students are then expected to produce a complete 3D animation of their own design.

NO ExPeRiEnCe
ReQuIreD!

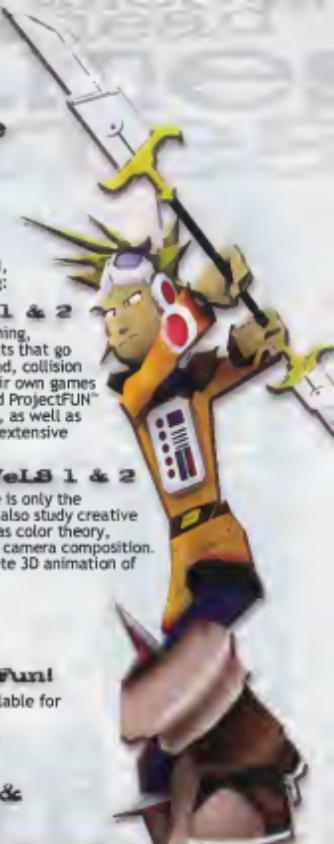
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June 16/03 June 3D/03 July 14/03
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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

DAKAR 2
SUPERMAN: SHADOW OF APOKOLIPS
TRANSWORLD SURF: NEXT WAVE
TUBE SLIDER
CRUCHING TIGER, HIDDEN DRAGON

THE MUPPETS: ON WITH THE SHOW
NINJA FIVE-D
SUPERMAN:
COUNTDOWN TD APOKOLIPS
X2: WOLVERINE'S REVENGE



ENTERTAINMENT
E
AT THE SPIN



DAKAR 2

The twelve-leg rally between Paris and Dakar is a dirt-and-gravel journey into western Africa. Only the most determined car, bike and truck drivers will reach the final finish line. Join the race in *Aeclan's Dakar 2* and begin a steady campaign to reach the front of the pack.



POWER PLAY

Manual transmission gives you more control over your speed, and the game's physics engine lets you do more than just drive. Use the steering controls with the accelerator/transmission, then switch to manual when you're ready to make a nervous run for the top spot.



Use a Nintendo GameCube Game Boy Advance Cable to connect a GBA to your GameCube. Control your GBA and take part in a series of minigame races. As you advance through Campaign mode, you'll unlock more tracks.



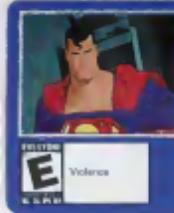
You'll start with your choice of three cars and unlock five more as you progress. You can also unlock five cars for the best race times. You'll also unlock three bikes at the beginning and unlock three more over the course of the Campaign.



Bikes are light, fast and small. You can pass cars easily in narrow sections, but you risk the possibility of a flat tire or crash. You'll also unlock three trucks at the beginning and unlock three more over the course of the Campaign.



Much of a truck's weight is distributed toward the top, making it easy to topple in turns. The only advantage to driving a truck is that it can roll over other vehicles. You'll start with two trucks and unlock two more.



ENTERTAINMENT
E
KID

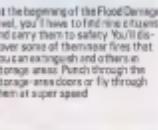
SUPERMAN: SHADOW OF APOKOLIPS

The Man of Steel flies through 14 levels of cel-shaded action in Atari's heroic action-adventure based on *Superman: The Animated Series*. He's fast, he's powerful and he's ready to take on an army of Inter-Bots to get to archvillain Lex Luthor. Up, up and away!



POWER PLAY

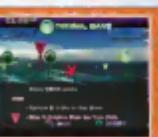
Press A and B simultaneously when you're about to make a sharp curve for a bottle. You'll shake the ground with a hard landing and knock the enemies off their feet.



ENTERTAINMENT
T
Mild Violence
Driving License
Sugarcane Themes

TRANSWORLD SURF: NEXT WAVE

Tim Curran, Cory Lopez, Chris Ward and 10 more pro surfers break the waves and go for big tricks in *Atari's TransWorld Surf*. By staying afloat and completing objectives, you can tour the world's wildest surf spots and unlock secret characters.



Press Y to call a roadie for a ride on your choice of waves. If you're looking for a smooth ride, select a smooth wave. If you're looking for a bigger wave, select a more dangerous board, or select a breakwater wave.



You are most exposed to natural hazards in surfing than in most sports. *TransWorld Surf's* 11 environments are replete with sharks and reefs. Watch for obstacles and steer clear of them.



You can relieve your nerves with instant replay. Press Left and Right on the Control Pad to switch between five cool camera angles, and press the Y Button or Up on the Control Pad to freeze the frame.



Ride up to the crest of the wave, then press and hold Y to perform the surfing equivalent of a skateboarding grind. You'll earn big points if you keep your balance.



By completing Pro Tour goals, you can unlock new surf spots and cheat codes. Keep surfing and remember to pose for the photographers.



TUBE SLIDER

NBC's soaring racer, *Tube Slider*, puts you behind the wheel of a rocket-powered vehicle in a twist-and-turn-packed track. Hit the boosters and fly past the competition at more than 700 miles per hour. The track's enclosed design allows you to drive recklessly without wiping out.



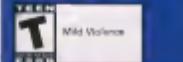
POWER PLAY

Press the L and R Buttons to engage the side boosters for light turn control. Use the boost in combination with the Control Stick to execute side turns and drift turns.



CRUCHING TIGER, HIDDEN DRAGON

Join the epic struggle for the Green Destiny in Ubi Soft's GBA adaptation of the martial arts movie that brought new life to the genre. As young chief Jen Yu, you must survive more than a dozen intense side-scrolling levels on your way to a final fight with master La Mu Bai.



POWER PLAY

When your Chi meter is full, press the R Button to let go of your sword and charge forward. Use the Control Pad to release an attack that will inflict damage within your reach.



When you get close to a competing vehicle, you can lanch on to it and snag damage. After your turbo power is tapped out, hit the boost and don't look back. If you're being chased, your competitor could pass the same race on you.



If you come out ahead of the competition, you can earn a trophy. There are five performance categories. Select the vehicle that works best with your driving style.



One or two players can compete in the race mode. In the two-player mode, players can compete in Versus mode. Computer-controlled competition is tough, but real players are tougher.



The Muppet Show is on the air and on the GBA in TDK's *The Muppets: On with the Show*. The collection of eight minigames challenges you to help Kermit and company get through the show in one piece. It's fun, amusing and perfect for young players.



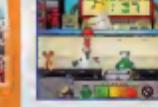
Kermit's Rango Bango Serenade is in danger of ending on a sour note. Avoid floating Muppets and grab power-ups that allow you to pull off debris-shaking spin moves.



Rizzo and Rowlf are causing a commotion in the Swedish Chef's kitchen. Keep the residents away from the chef's ingredients and remember to duck when the chicken toss eggs.



POWER PLAY
Jenya's York has brought her fish cards and is capturing Kermit and the Muppets one by one. When you catch objects at Plaza, send them back with a swing.



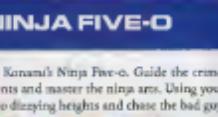
Boiler has dropped hot objects onto the train car's conveyor. Help the bumbling lab assistant sort out the junk from the cheery fruits before everything goes into the hopper.



The Great Gonzo is a bicycle daredevil. Shoot him into target hay bales, balloons and wreaths, but avoid everything else. You can will be a success if you hit 15 targets.



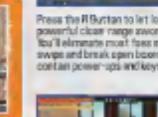
Muppet panel Electric Mayhem follows the show with a ruckus. Use help Animal keep time with the rest of the group, press the A, B, L and R Buttons when prompted.



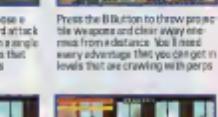
Detective Joe Orugui is Konami's *Ninja Five-O*. Guide the crime fighter through 20 tough missions in six environments and master the ninja arts. Using your grappling hook, you can swing over wide gaps, climb to dizzying heights and chase the bad guys until they give up.



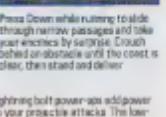
POWER PLAY
The grappling hook is your answer to a gap. Use it to swing to high places, or hang from the ceiling and pick off enemies with your projectile weapons.



Press the R Button to let loose a powerful clear range sword attack. You'll eliminate most foes in a single swing and break open bosses that contain power-ups and keys.



Press the B Button to throw projectile weapons and clear away enemies from a distance. You'll need every advantage. Then you can get in levels that are crawling with perps.



Lightning bolt power-ups add power to your projectile attacks. Use them to clear out enemies and allow you to leap into the air. The redlight attack gives you the ability to release a group of three fireballs. When you reach the highest level, you'll be able to conjure a powerful energy blast.



SUPERMAN: COUNTDOWN TO APOKOLIPS

When a crime spree hits Metropolis, only Superman can put an end to it. Take off for Atom's eight-level isometric-view Superman adventure and help the Man of Steel save the city from the merciless Interplans.



Violence



POWER PLAY

At the end of the Pifford State level, Most Marvelous's proximity causes him to fly into the Visor on the helmet. Use the button to stop in the tracks and take a flying leap to make his rampage.

You can fire up the normal punch or use the power punch. It takes a few seconds to pull off the big blow, but the results are worth the wait.

When the enemy tank rolls into the city, hold it and press B to fire it with Super Strength. Then pick it up and toss it to cause a ton of damage.

If you're afraid of punching enemies or want to make them leap, use a combination of commissionary targeting and objects—such as cars—at them.



Professor X is faster than a speeding bullet, so it's best to make him move and hold it to prevent him from circling you around. Use his mind by using the Control Pad. Don't worry—you won't incur any damage if you run into a boulder!



X2: WOLVERINE'S REVENGE

Break into a Berserker Rage and learn about the origins of one of the most popular and powerful X-Men in *X2: Wolverine's Revenge* from Activision. Professor X's psychic projectiles will offer you advice as you guide Wolverine through eight challenging missions.



POWER PLAY

In addition to the game's objectives, you can enter the Wolverine Room. Practice your fighting techniques by taking on a series of virtual enemies. A good performance will earn you a bronze.

After you earn the Wall Crawl power-up, you'll be able to climb walls with your claws extended, not. You can pull off several fighting combos by making jumps and attacks. Keep swiping.

Wolverine is a force to be reckoned with, whether his claws are extended or not. You can pull off several fighting combos by making jumps and attacks. Keep swiping.

You'll have to chase Sabretooth on more than one occasion. Stay behind him so he doesn't catch you, but remain close enough to keep him from getting away.

ARENA

ARE YOU GAME?

CHALLENGE

We know you've all been busy playing *The Wind Waker*, so it's time to put those Zelda skills to good use. Go to the Flight Control Platform and participate in the flying contest. When you've glided as far as you can, use a camera to take a photograph of your best score, then send it to us at the address below.

THE LEGEND OF ZELDA: THE WIND WAKER

LEAF ME BE!



GLIDE FOR GLORY



We're looking for the corner who can fly the farthest before crashing into the water—wait for the hits to cut out your time before you take a picture. You should find the Drift, Wild, Wild, Wild, or your magic master before you attempt the flight.

CAUTION: TWISTED CHALLENGES AHEAD

- Get through a level in
- Phantom Star One
- Episode I & II without a weapon, frame, shield, MAG or healing item.
- NATHAN SCHIRMPA NEW YORK

Complete *The Legend of Zelda: Ocarina of Time* Master Quest without using the L-Targeting feature.

— NATHAN MARCINIEK PENNSYLVANIA

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before June 4, 2003.

THE NUTS & BOLTS

NP SCOREBOARD
STAR FOX ADVENTURES BEST FLYING SCORE
(VOLUME 168)

John Myers, California	Phantom Star One	2,095
Patricia Gosselin, Massachusetts	Episode I & II	1,548
Buster Linn, Connecticut	Star Fox 64	1,505
Steve Goffredo, Minnesota	Star Fox 64	1,500
Jameson, Alaska, USA	Star Fox 64	1,498

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MAY 2003

EXCELLENT GREAT GOOD SO-SO POOR

IKARUGA

Atari's *Ikaruga* gives the space-shooter genre a blast of energy.

Space Invaders, Galaga and dozens of other 2-D space-shooters defined an arcade and console-gaming genre. *Ikaruga* ups the ante with amazing visuals, innovative game play and incredible action that will have you moaning from the first wave of enemies in the space-shooter as a work of art.

Beautifully rendered spaceships of two polarities—black and white—form patterns on the vertically letterboxed screen. You must navigate through the oncoming barrage by blasting everything in sight, absorbing energy from shots that match your ship's polarity and avoiding shots of the opposite polarity. As you fly and fire, you can switch your ship's polarity to adapt to the situation. When the action gets really intense, you can use

your stored energy to fire huge blasts that spread across the entire screen.

Multiplayer action allows two participants to cooperate on the same playing field. A positive option gives you the chance to learn the enemy patterns of each level in slow motion. In Challenge mode, you can use a password to compare your best score with scores on the game's website.



COMMENTS: **Steven**—Polarity design blasts this 3-D shooter off the beaten path and into the stratosphere. Down bow to the new standard. **Steve**—Quite possibly the greatest entry in one of gaming's oldest genres, *Ikaruga* is brilliantly innovative, visually stunning and one heck of a challenge.

Alan—It's a sign of how good this game is that I'm giving it four stars, because it's shorter than *Herbie Villechaize*. I love everything about this game. I just want more of it. **George**—Five stars! *Ikaruga* is the pinnacle of space-shooter action. The nephyluxur is in perfecting your play and getting high scores.

RED FACTION II

Destruction is key in THQ's explosive war experience.

The focus is on causing environment-melding explosions in *Red Faction II*, a futuristic FPS with resolution and war themes at its core. As the leader of a rebel unit, you must fight the forces of mighty Chancellor Sopor deep behind enemy lines. You'll use 14 types of weapons—from several varieties of machine guns to a rail-shooter launcher—to blast your way to victory.

Developed by Volition and ported to the Nintendo GameCube by Criterion Parts, the game makes good use of Volition's Geo-Med graphic display engine to show the explosive effects of powerful weapons on the landscape. If you have to get to the other side of a wall in *Red Faction II*, you can look for a route around the wall or blow open a hole big enough to walk through. Although most of the game's 11 missions have you

engaging hostile areas on foot, you'll also make in four vehicles—a tank and a helicopter among them—and blast enemies while you're on the go in mid-shootout style levels.

The graphics are clear and colorful, and the play control is tight and intuitive. The gun triggers are mapped to the L and R Buttons, so you can carry two weapons and fire them individually.

COMMENTS: **Steve**—A strong assortment of weapons complements the immensely satisfying Geo-Med engine, which allows you to destroy almost any part of the game's environments. Some greater vehicular sequences prevent the action from becoming monotonous, and the numerous secondary objectives provide replay value. **George**—There is something very satisfying about blowing through obstacles, whether it's looking for keys that fit into locks. **Steve**—Lock-and-load game play has never been this gripping. The game gets bonus points for crazy dialog and a turbo-testosterone plot.

EXCELLENT GREAT GOOD SO-SO POOR

Violence

M Blood and Gore



JAMES BOND 007: NIGHTFIRE



have been worked out, as well the clumsy controls for looking around. **Alan**—*NightFire* has flaws, including inaccurate controls, blocky graphics and a tendency to use the same three voice samples over and over again. All that aside, it's actually kind of fun.



007 NIGHTFIRE

James Bond

1

GBA

Adventure

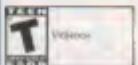
• E10+

• 1 to 4 players simultaneously

NINTENDO POWER | VOLUME 140 | 137

ARMY MEN: SARGE'S WAR

- 3D
- 1 to 4 players simultaneously



The battle between the Green and Grey armies continues on the GCM with the addition of the Hard-as-Nails leader Army Men: Sarge's War. As the leader of the Green army, Sarge can company, you must fight through 60 levels and take on a new mission. The backgrounds are beautifully rendered and the action runs smooth. The camera doesn't freeze when you make quick direction changes. But you can move it at a positive to bind your character with a button press.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

BAKAR 2

- Action
- 1 to 2 players simultaneously
- GBA compatibility

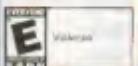


Reactive racing on 12 European and African tracks takes you from Paris to Dakar in the driving rain and blinding sun. Choose from 16 vehicles—cars, trucks and motorcycles—and take off for a highly competitive off-road rally. Playing is fast, aggressive, but challenging. You must race your brakes on tight turns, or you'll wipe out. GCM/GBA compatibility includes a dozen missions races on your GBA, no GBA Game Pak required.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

SUPERMAN: SHADOW OF APOLLOCLIPS

- Action
- 1 player



Lex Luthor's army of inner-throat characters—Metallo, Brainiac, Mongul and the Mind Flayer—have found a home on the GCM. The *Apocalypse* Series, featuring cartoon-quality graphics and 14 levels, the game gives you a goodness what it would be like to be Superman—flying, fighting, picking up boulders and flying out with Super Strength. The controls are touchy and the environments sound total when Superman is flying, but the overall experience is less of fun.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

TRANSWORLD SURF: HEAT WAVE

- Action
- 1 to 4 players simultaneously

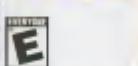


More wave-able in its execution than Kelly Slater's Pro Series, *TransWorld Surf* challenges you to perform high-flying tricks, build your Kiteboard Meter to open a sliding ride and collect 12 hidden characters to earn a gold medal. The game is 12 levels, very similar to that of KSPS, and the control is solid. New offerings for the GCM version include the Antarctica level and the Pro Surf Shop, where you can customize characters.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

TIME SLIDES

- Racing
- 1 to 4 players simultaneously

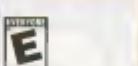


Eight futuristic vehicles compete on 10 twisted tracks in NEC's set-it-tee race. The tracks are rendered in a dark, greyish-blue, feature unusual tracks set in a complex, and the controls, while somewhat basic, offer you several ways to turn and boost. You can lurch on to competing cars and absorb their energy to earn a burst of speed. Since the races take place inside tracks, sharp curves do not pose a threat of injury, which takes some excitement out of the race.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

ALL-STAR BASEBALL 2004

- Action
- 1 to 4 players simultaneously



It's hard to imagine a more enjoyable baseball experience than *Action's* 2003 update to its All Star series. The graphics are realistic and the control is smooth. The game is a great addition to the next-level list and the features are plentiful, with Babe Ruth, Satchel Paige and Jack Coombs' Pecos U. Bisons among GMLB players in a city park and Scenario mode, which allows you to change moments from the 2002 season. It's a home run.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

KYU: QUAD POWER RACING 2

- Action
- 1 to 2 players simultaneously

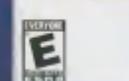


Get into the action and big air tricks in *Kyu: Quad Power Racing 2* more than just a racing game on GCM. Night racing, racing in the rain, you can participate in station challenges, ground and tower and race on 10 large tracks in a field of 20 racers. You can perform wheelies, bicycles and a variety of other moves. Although the game doesn't have the intelligence that put Freestyle over the edge, it's still a wild ride.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

BACKYARD BASEBALL

- Sports
- 1 to 2 players simultaneously

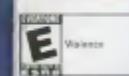


Developed by Humongous Entertainment and published by Infogrames, *Backyard Baseball* stars young versions of 19 Major League players including Randy Johnson and Alex Rodriguez, and recruits the field with equally talented boys and girls. The game's graphics are simple, but the game's between-innings antics are often funny. The game's intuitive controls make it easy to pick up and play for gamers of any age or skill level.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

BIGWAVE RACERS

- EA
- 1 to 4 players simultaneously

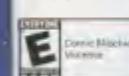


Fast cars race on cobble tracks over city streets and desert-like terrain in EA's *Bigwave Racers*. Features 10 vehicles and 10 tracks, including 10 tracks in the game is a real racing rush. The three-player game stays true to the ground and close to your vehicle to ensure that you'll experience intense speed. You can collect coins, weapons, and special abilities, racecars, and earn credits with victories to upgrade or build your vehicles.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

MLB SLUGFEST 2004

- Sports
- 1 to 2 players simultaneously



Midway's exclusive baseball series enters its second season on the GCM with updated rosters and the new Create-a-Team option. The game's solid play control, over-the-top graphics and easy lesson plan in the tutorial hook in the 20-40 year-old demographic. For a middle-aged ball player with nothing to do but the children of MILB players, you won't feel it here—but you will feel a fun and fast-paced baseball experience.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

RALLY CHAMPIONSHIP

- Consignment
- 1 to 4 players simultaneously



Up to four players can compete in Conspiracy Entertainment's Rally Championship, but single-player races are available. The game's solid play control, computer-controlled cars take to the track. The games are very fast and powerful, but they're all fairly fast and light. Controls are responsive but steady. One split-second mistake could send a vehicle into a ramming-and-crash, out-of-control spin.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

VEKX

- Action
- 1 player

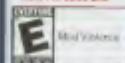


Don't let the comical look of the main character and the cartoonish 3-D graphics fool you. *Ace Attorney's* Vekx tells a serious story of revenge and combat against evil beings. The motion control works great and the play control is smooth, but the game's graphics are not the best. The game's 20 levels are all set in a massive—grainy—planet, there kick, charged punches and traverse the environment in interesting ways—climb, swim and jump long distances.

ALAN ★★★★
CHRIS ★★★★
DEBRA ★★★★
HEATHER ★★★★
JOHN ★★★★
KATE ★★★★

YU-GI-OH! WORLDWIDE EDITION:
STAIRWAY TO THE DESTINER DUEL

- Konami ESRB: Megahits
- 1 to 2 players simultaneously
- Multi-Player Game Link



The new edition of Konami's incredibly successful adaptation of the Yu-Gi-Oh! trading card game is here. It features more than 20 kinds of booster packs and offers you the ability to choose over 1,000 cards. It's crowded battle City. Decklist mechanics are identical to those of Yu-Gi-Oh! The Eternal Masters Series. The trading card game rules could be confusing for a Yu-Gi-Oh! novice, but the same play control is welcome.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

CROCODILE TIGER: HIDDEN DRAGON

- 2D: Satelight Megahits
- 1 player



The first game adaptation of *Crocodile Tiger: Hidden Dragon* hits the GBA with fast action and a classic story. You play as the master of the secret art of Shaolin Kung Fu and the master of a legendary weapon. As you defeat your foes and defeat your enemies, you can fit your body with Chi and perform a large collection of incomparable high-flying moves. Although the characters are small, the graphics are clear and detailed and the game play is fast and fun.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

NINJA FIVE-O

- Konami ESRB: Megahits
- 1 player

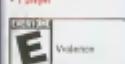


The characters are small, but the action is big in Konami's beautifully fun crime-fighting side-scroller. As Detective Joe Doss, you must locate bad guys and rescue hostages through 26 missions in six environments. Your mission is assisted with nifty swords, shurikens and a grappling hook. The game is filled with secret rooms, hidden pages and much high places. The control is very tight, and the moves are plentiful.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

SUPERMAN: COUNTDOWN TO APOCALYPSE

- Activision ESRB: Megahits
- 1 player

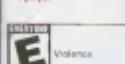


Explore the streets of Metropolis over eight action-packed levels in an all-new adventure game. Use the Man of Steel's Super Strength, Heat Vision and amazing strength to battle an army of thugs as you fight to save Lois Lane. The graphic style mirrors that of *Rayman*. The character's moves are fluid, and the character movement is much less restrictive than the movement in most isometric-view games.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

WOLVERINE'S REVENGE

- Activision ESRB: Megahits
- 1 player



Unleash your claws and tear through eight levels of fast-paced action in Wolverine's first GBA adventure. As you slay the bad guys, your rage level increases until you're Supercharged and ready to fight like a true Wolverine. You'll also fight with a variety of other weapons, including regeneration, enemy pursuit and projectile shield in heavily guarded areas.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

DISNEY SPORTS SURVIVORBOARDING

- Disney ESRB: Megahits
- 1 to 4 players simultaneously
- Multi-Player Game Link



The Disney game version of Little Big Planet is an all-new 3D action game featuring exciting action that is faster and more thrilling than SSX Vicki's GBA adaptation. Steering controls are mapped to the L- and R Buttons for a more realistic lean-into-the-turn experience and more trick control with the Game Pad. Veterans warn you heard, while you can convert to the GBA version using the appropriate code.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

LUFIA: THE RAVENS OF LARE

- Atlus ESRB: Megahits
- 1 to 2 players simultaneously
- Multi-Player Game Link

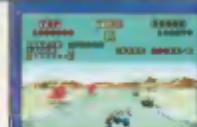


Atla's *Lufia* series is the GBA in a new RPG with a master thief, a dragon, a thief, and a knight. You can choose from 11 characters, classical or ardent, thief, spellcaster, etc., and raid your fighter by accepting apprenticeship. Your apprentices can transform into more powerful creatures and face with other masters to become even stronger. Up to four players can play cooperative linked adventures.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

SEGA ARCADE GALLERY

- SEGA Megahits
- 1 player



Four classics that focus on speed and power make *Sega Arcade Gallery* a must-have for any early-'90s arcade fan. *Out Run* and *Space Harrier* are fun racers, while *Death* and *Space Harrier* are flying fighters that always attracted a crowd in the arcades. Although the games have not been officially updated, they still look great and play smoothly.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

TOM AND JERRY IN: INFERNAL ESCAPE

- New! ESRB: Megahits
- 1 player



Michigan's cat Tom has used all of his claws, and he must fight to recover them over the course of 15 platform-action levels in four environments. The game is packed with items and traps, and the large levels sprawl in all directions. The levels are carefully designed to keep the bulk of the game's action in the back of the screen. *Tom and Jerry* certainly has the character movement is exceedingly slow, resulting in awkward, unresponsive control.

AM: ★★★★
CINE: ★★★★
JESS: ★★★★
ROB: ★★★★
SCOT: ★★★★
STEVE: ★★★★
THOM: ★★★★

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RACING



SHOOTER
SHOOTER

SPORTS
SPORTS

STRATEGY
STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NFP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

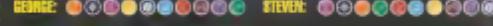
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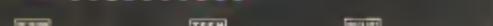
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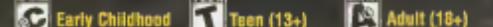
STEVE:



GEORGE:



JESSICA:



ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



Early Childhood



Teen (13+)



Everyone



Mature (17+)



Adult (18+)



Rating Pending

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THE NINDEX

GAME INDEX VOLUME 16B May 2003

Star Wars: Episode I: The Phantom Menace

NEXT ISSUE

VOLUME 169 - SPRING 2003

E' Preview: Massive Surprises



The Shape of Things to Come

We seal our review every month with game titles that are not in stores yet, but we're ready to tell the business. It tell you what Nintendo plans to show off at the Electronic Entertainment Expo May 16-18. The big announcements planned and the many games to be revealed will make for a huge preview of the video game industry!

Great Previews and Reviews



X2: Wolverine's
Revenge



Tom Clancy's
Splinter Cell



Burnout 2: Point of
Impact



Castlevania: Aria
of Sorrow

Lots of Prizes

Don't blink or you'll miss the quick takes in *Wario Ware, Inc.: Mega Microgames*. The GBA game is hilarious, and we want you to be in on the joke. So next month, we'll be giving away lots of copies of the game. Join the laugh riot!

Ware in the World Is Wario?

Good is good...gamerpleier Wario fans asked for more and Nintendo's delivering double. Next issue, we'll wrangle with Wario brilliantly bounces GBA game and get a sneak peek at his GCON grand-a-saurus, Wario World.



Wario World



Wario Ware, Inc.:
Mega Microgames

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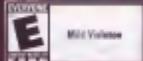
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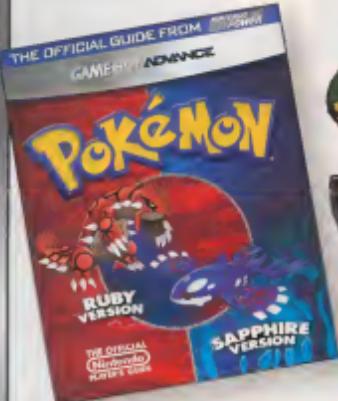
PlayStation®2



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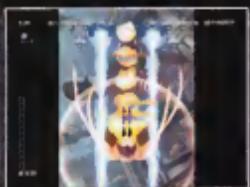
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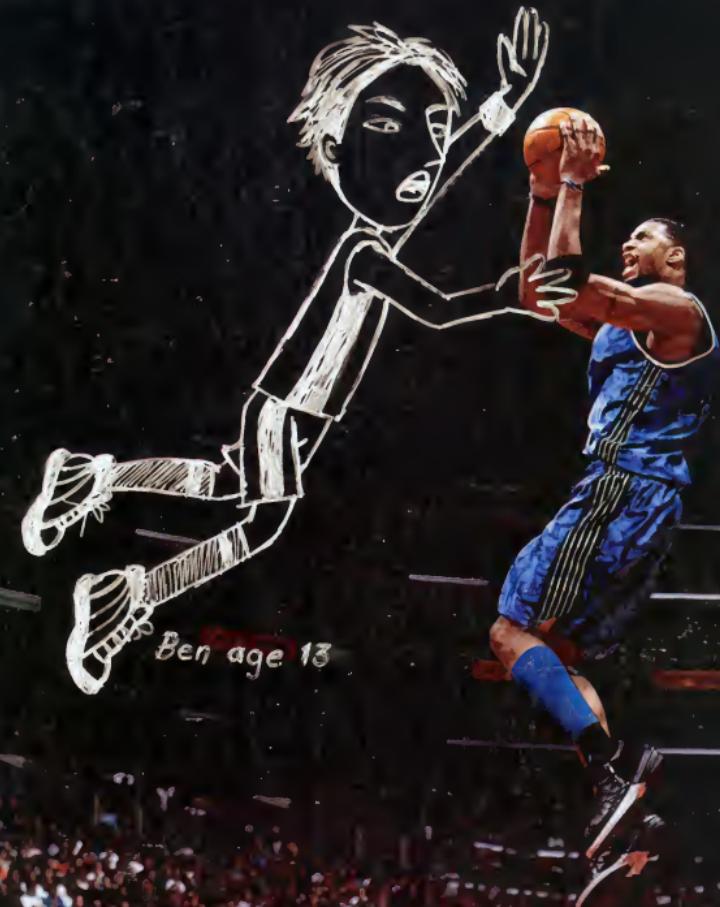
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